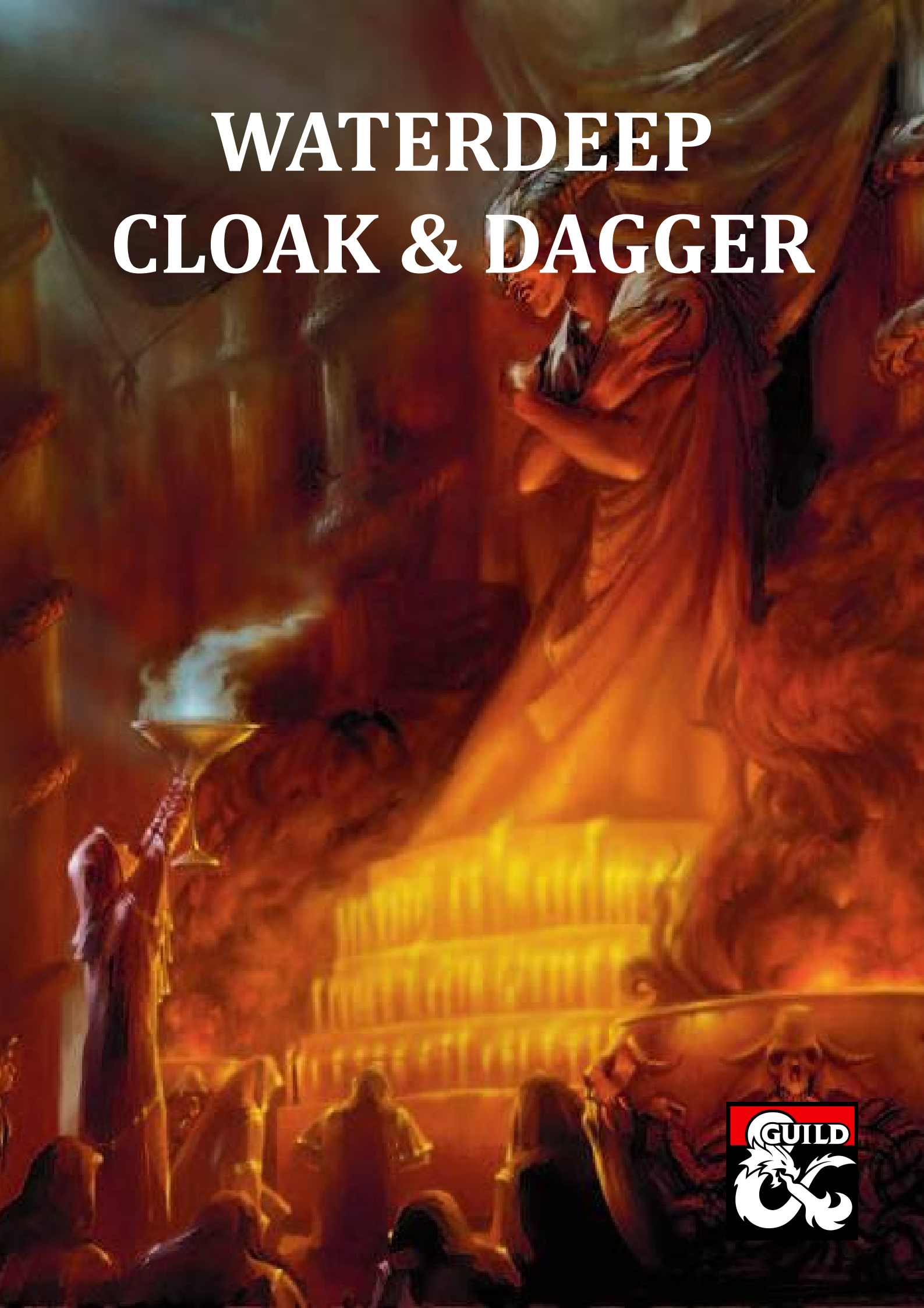
WATERDEEP
CLOAK & DAGGER



WATERDEEP
CLOAK & DAGGER

A Guide to the Factions of Waterdeep

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INTRODUCTION

Waterdeep: Cloak & Dagger is a supplementary piece to *Waterdeep: Dragon Heist* and *Waterdeep: Dungeon of the Mad Mage*. It offers twelve new factions that can be joined or opposed. Some factions may serve as recurring allies or enemies. While this supplement focuses on Waterdeep, many of these factions can take characters on adventures far beyond the walls of the City of Splendours.

The new factions are: the Dark Dagger, the Iron Throne, the Knights of the Shield, the Kraken Society, the Legion of the Chimera, the Moonstars, the Murkstalkers, the Night Parade, the Red Sashes, the Reforged Ring, the Sons of Xvim, and the Unseen Servants.

The **Dark Dagger** is a drow faction that seeks to covertly take over other criminal organisations to fund their war against the Church of Lolth.

The **Iron Throne** is a group of arms-dealers who will stop at nothing to gain a complete stranglehold on the arms trade.

The **Knights of the Shield** are a secret society of like-minded nobles and merchants, pooling their knowledge to gain an advantage over their competition.

The **Kraken Society** is a group of pirates, slavers and thugs that make up a vast intelligence network. They are secretly led by a kraken seeking to obtain godhood.

The **Legion of the Chimera** is a group of outcasts in Undermountain. They trade favours and work together to achieve their common goals.

The **Moonstars** are a splinter group from the Harpers. Little is known about them other than that they'll do everything that is necessary to defeat evil.

The **Murkstalkers** are a group of necromancers that have been lurking around Skullport. They are secretly part of a plot to bring down the Blackstaff.

The **Night Parade** is a gang of mutated humanoids. They recruit from the lowest dregs of society to sustain their numbers.

The **Red Sashes** are a vigilante organisation. They hunt the guilty and work to free the innocent, all while doing their best to keep their own hands clean.

The **Reforged Ring** is a group of slavers that has recently made a bid to take over the Xanathar Guild. They are led by a power-hungry vampire beholder.

The **Sons of Xvim** are a criminal gang that believes that might makes right. Little do most of them realise that they are pawns in a much larger scheme.

The **Unseen Servants** are a gang of spies, assassins, illusionists and shapechangers. Their motives are a mystery even to themselves.

Dark Dagger

History & Motivations

Drow society is dominated by worship of Lolth. Lolth encourages her followers to be scheming, ambitious, sadistic, and ruthless. Her worshippers have, in turn, shaped drow society to be strictly matriarchal one, with many male drow being little more than slaves.

Long ago, a group of male drow who worshipped Vhaeraun (drow god of thieves) sought to change drow society for the better. However, they knew that any attempt to change it from within would be a futile task. As such, they decided to gather power outside of drow society and outside the Underdark, so that they might one day have the power to challenge Lolth's worshippers.

They formed an organisation known as the Dark Dagger. They began to ingrain themselves in the criminal underworld of various cities across central and western Faerûn. They began to amass power, forming alliances, and taking over pre-existing criminal organisations from within. In time, they even opened their ranks to humans and half-drow, accepting anyone who was willing to aid their struggle against the Church of Lolth.

However, disaster struck during the time of the Spellplague. Vhaeraun, their patron deity, was killed. This caused a schism within the Dark Dagger, as each group had their own idea of what should be done. Some thought they should give up on their war against Lolth and embrace their new life as criminal overlords. Others felt that they should turn to worshipping a different deity (be it a drow deity or a deity of the Faerûnian pantheon). Then there were those who felt they shouldn't change anything and should carry on as normal.

After the Dark Dagger had mostly recovered, it was thrown into chaos yet again a century later, when Vhaeraun miraculously returned from the dead. This caused more confusion, as those who had stayed true to Vhaeraun (the so-called Skulkers of Vhaeraun) sought to spread his faith back through the Dark Dagger. Others felt that they had gotten by well enough without Vhaeraun for a century; claimed they didn't need him any more.

The Dark Dagger is presently still trying to find its feet. Whilst its main foe is still the Church of Lolth, its second greatest is itself. Communication between the different cells of the Dark Dagger is less reliable than before. Even within each cell, there is a covert power struggle going on to determine what the future face of the Dark Dagger will be.

Organisation & Members

The Dark Dagger is separated into multiple cells spread out across numerous cities. Each cell often has between twenty and a hundred members. Most of these members have little interest in fighting the Church of Lolth (most aren't even drow), but serve the Dark Dagger for the wealth and power it brings.

The Dark Dagger has the following notable members:

- Veldrin (LE male drow priest of Vhaeraun), the leader of the Dark Dagger in Skullport.

He is incredibly pious. He believes that the only way they can hope to defeat Lolth is through worship of Vhaeraun, and that straying from Vhaeraun's guidance can only bring disaster. He has the statistics of a **drow priestess of Lolth**.

- Velkyn (NE male half-elf **assassin**), a half-drow who serves as Veldrin's second-in-command. Whilst he respects Veldrin, he believes him to be misguided. He believes the Dark Dagger is slowly collapsing from within and they need to jump ship to survive. He thinks they should ally themselves with Bregan D'aerthe. If necessary, he is willing to allow the Dark Dagger to be completely subsumed by Bregan D'aerthe if it means their people will survive.
- Faern (CE female **drow mage**), a cunning and manipulative drow. She secretly believes they should give up on their war with Lolth and focus on expanding their criminal empire. She plays at being supportive of other's views while subtly furthering her own goals. She tells Veldrin to focus on building a community that Vhaeraun-worshippers can seek shelter, knowing that will cause him to focus on building a stable criminal empire. She also encourages Velkyn to make an alliance with Bregan D'aerthe, hoping it will give the Dark Dagger the opportunity to take them over from within.
- Abban (N male **drow elite warrior**), a member of the Dark Dagger's ruling council in Skullport. Until several months ago, he was a quiet and hard-working member of the Dark Dagger. That changed after a fateful journey deep into Undermountain. There, he found the *Starym moonblade* (see Appendix A). He attuned to the sword, which took immediate control of him. The sword now uses his body to further its own twisted ambitions.

The Dark Dagger's less noteworthy members include: Wael (CN male **drow**), Dobluth (CE female **drow elite warrior**), Orbelg (CG female half-elf **spy**), Cestys (LE female Calishite human **martial arts adept**; see Appendix B of *Waterdeep: Dragon Heist*) Lance (CE male Tethyrian human **gladiator**), and Zhang (NE female Shou human **bandit captain**).

Joining the Dark Dagger

The Dark Dagger is always on the lookout for new recruits. While they are typically led by male drow, they are open to all sorts of followers. If the characters seem competent and aren't open worshippers of Lolth, they may be sent an invitation to have a meeting with Velkyn.

Velkyn is cordial and polite. He invites the characters to do a straightforward mission for him, offers them a reward if they prove themselves. Should they successfully complete the mission, he offers them more missions. Initially, these missions are relatively straightforward but, as the characters rise in rank, they are trusted with more taxing tasks.

The Dark Dagger's ranks (and renown needed to reach them) are as follows: Pommel (1), Handle (3), Point (10), Blade (25), and Venom (50).

Missions relating to the Dark Dagger often involves helping with their smuggling operations, helping settle turf disputes, and helping with their attempts to take over other criminal organisations from within.

Possible faction missions include the following:

- Dark Dagger smuggling routes are being disrupted by a **revenant** who seems to have a

grudge against them. The characters are sent to find a way to deal with this revenant permanently.
- The Dark Dagger is unsettled by the presence of House Auvryndar (see Level 3 of *Waterdeep: Dungeon of the Mad Mage*) so close to Skullport. The Dark Dagger sends the characters to kill them or somehow drive them away.
- The Dark Dagger have multiple agents within the Xanathar Guild. However, one of them has attracted the suspicion of a Xanathar Guild **mind flayer**. The characters are sent to eliminate the mind flayer before it can act on its suspicions.
- Long ago, a group of dwarves in Undermountain amassed a cache of weapons, which was lost when the dwarves were wiped out. The cache is said to contain *Drow Cleaver* (a *+3 battleaxe* that deals its maximum slashing damage against drow), *Evithyan's Blade* (a *+3 longsword* that also functions as a *sword of wounding* against drow), *One Thousand Broken Dreams* (a *sun blade* that deals extra damage against drow instead of undead), and many other weapons designed to fight drow. The Dark Dagger believe they've found a map that leads to the cache. The characters are given the map and sent to retrieve the weapons.

The Dark Dagger seek to covertly take over all criminal organisations in Skullport. While they try to portray themselves as simple Underdark smugglers, characters who join the Dark Dagger will eventually find themselves drawn into conflict with the other major organisations in Skullport. These organisations include the Kraken Society, the Reforged Ring, the Unseen Servants, and the Xanathar Guild.

Iron Throne

History & Motivations

The Iron Throne has a long and complicated history. On the surface, it has simply been an organisation that deals in the trade of weapons and armour. Beneath the surface, though, they have been hoping to gain a complete trade on weapons and armour across western Faerûn. They have no qualms with using any number of unsavoury practices to aid this goal; be it blackmail, sabotage, or even assassination.

Beneath this layer, there is an even more sinister layer. The Iron Throne has often been linked to various fiendish entities. Most recently, in the past few decades, it has come under the control of Zalacite, the cambion daughter of the archdevil Dispater.

Zalacite breathed new life into the Iron Throne, which had begun to collapse decades ago after the mysterious disappearance of its original founder. She began rapidly expanding the Iron Throne; spreading its influence across the Sword Coast and the Heartlands.

There are several layers to the Iron Throne's success. The first is simply that they have a lower cost of doing business than other arms dealers. The Iron Throne gets the iron for their weapons and armour from from Dispater's infernal realm. They take over or buy up abandoned and seemingly depleted iron mines. They use these mines as sites to open portals to Dis, where they are supplied with hellish iron.

The second level is a vast intelligence network which gathers secrets about their rivals, potential adversaries, and potential allies. This information can be used to blackmail their enemies into acquiescing to their demands and learning how to best manipulate people into becoming their allies. They are also keen to learn the trade routes and patterns of their rivals, which ties into the third level.

The third level is a horde of imps that Zalacite has sent across the Sword Coast and the Heartlands. They are instructed to contact bandits, to win their trust by offering them information on where and when caravans are scheduled to go, as well as how guarded they are likely to be. Once the imps gain the trust of the bandits, it's a trivial task to steer bandits away from Iron Throne caravans and towards the caravans of their rivals.

All of this is done to serve Dispater's goals. He hopes to dominate the arms industry across Faerûn as he has throughout Hell. Once the Iron Throne has completely dominated the arms trade in an area, they can make just about any demand they wish from those looking to purchase weapons and armour, even their very souls.

Already, the Iron Throne have started with this stage of the plans. The contracts they have customers sign are written in complicated legalise, make references to “immaterial collateral” and “metaphysical assets”. Many merchants and politicians have signed away their souls (and even the souls of their followers, in some cases) to Dispater without even realising it.

However, despite these successes, the Iron Throne is presently being run at a loss for Dispater. He's giving away a lot of iron and needs to expend significant amounts of energy transporting it to the Material Plane. As time goes on, though, and the Iron Throne continues to engulf the

arms trade, the amount of souls signed over to him only increases.

Organisation & Members

The Iron Throne is ruled by a small elite that knows about the organisation's connection to Dispater. Beneath them is a larger pool of noteworthy figures who (to varying degrees) know about the Iron Throne's shadier activities. Below them are the ordinary members of the Iron Throne who see it as a perfectly legitimate mercantile organisation.

The Iron Throne has the following notable members:

- Zalacite (LE female **daughter of Dispater**; see Appendix B), the serious-minded and highly intelligent head of the Iron Throne. She does all she can to portray the Iron Throne as a legitimate business, and plays the part of an honest, yet strong-willed, merchant. She carries an iron *staff of striking* that contains the trapped essence of one of her sisters.
- Umbrusk (LN male adult iron dragon), one of Zalacite's most trusted agents. This iron-scaled dragon is in charge of travelling back and forth between the various branches of the Iron Throne and making sure that they're all working as they should. He's also in charge of checking in with the Iron Throne "mines" and making sure that no one discovers where the iron really comes from. He has the statistics of an **adult brass dragon**.
- Fadhir Tasaraj (LE male Calishite human **mage**), an artificer who made a pact with Dispater. In return for knowledge of how to create magical constructs, he must use that knowledge to aid the Iron Throne. He specialises in constructs made of iron (everything from **animated armour** to **iron golems**). Some of these constructs are used to defend key Iron Throne facilities, while others are sold to exceptionally wealthy clients. Fadhir greatly enjoys the decadent lifestyle he lives due to his association with the Iron Throne.
- Vjorna Helmhorn (LE female shield dwarf **priest** of Waukeen), a low-level agent working for the Iron Throne in Waterdeep. She looks and acts like a common thug, but there is a cunning to her. She is in charge of arranging hits on their business rivals and of squashing nuisances before they can become legitimate threats. She is experienced in this line of business; knows how to send people to dirty their hands whilst giving herself, and her superiors, plausible deniability.

Less noteworthy members of the Iron Throne include: Lord Agundar (NE male Tethyrian human **noble**), Jonan Barterbuss (N male Chondathan human **commoner**), Buzz (CE female half-orc **veteran**), Falcon (CN female Turami human **swashbuckler**; see Appendix B of *Waterdeep: Dragon Heist*), Cara (N female moon elf **mage**), and Kite (NE female half-elf **priest** of Asmodeus).

Joining the Iron Throne

The Iron Throne is looking to expand in all ways, and that includes getting adventurers to work for them. If the characters seem to be willing to engage in shady activities for a handful of coin, they are approached by Vjorna. She offers them a simple mission. If they succeed, she

offers them more.

Vjorna doesn't try terribly hard to hide what organisation she belongs to and what organisation the characters are being drawn into. However, no matter what rank the characters gain, she will never outright confirm that her missions come from her superiors in the Iron Throne. She is also very careful to frame the missions as “suggestions” or “ideas” instead of outright orders.

The Iron Throne's ranks (and renown needed to reach them) are as follows: Coin (1), Foot (3), Arm (10), Eye (25), and Lord of Iron (50).

The Iron Throne often sends its adventurers on missions relating to espionage and sabotage. Adventurers might be sent out to find some way to undermine business rivals, or to learn the secrets of a city official that is causing problems for them.

Possible faction missions include the following:

- The Iron Throne have an agent who has been gathering information on their rivals. The characters are sent to meet her at the Bloody Hand, a tavern in the Dock Ward, and report back on anything interesting she has to say.
- The guildmistress of the Splendid Order of Armourers, Locksmiths, and Finesmiths is being menaced by a **chain devil**. In return for her cooperation with the Iron Throne on future endeavours, they have agreed to deal with this threat. As such, the characters are sent to dispatch this mysterious fiend.
- A gnomish bureaucrat in the North Ward has been asking too many awkward questions about the Iron Throne's finances. The characters are told that he needs to be gently discouraged from delving too deeply into matters that don't concern him.
- The Iron Throne is trying to make a deal with the Most Careful Order of Skilled Smiths and Metalforgers. However, a high-ranking member of the guild is making it difficult. The characters are told that it sure would be unfortunate if he was attacked and killed by a gang of thugs as he drunkenly makes his way home from his favourite festhall in the Dock Ward tonight.

Aiding the Iron Throne may bring the characters into conflict with their rival organisations, such as the Knights of the Shield and the Kraken Society. The more illicit and morally questionable behaviour characters do on behalf of the Iron Throne can also attract the attention of the Harpers, the Lords' Alliance, and the Moonstars.

KNIGHTS OF THE SHIELD

HISTORY & MOTIVATIONS

Depending on who one asks, the Knights of the Shield is many things. To some, it is a coalition of nobles and merchants who seek to pool the information they've gathered to further their political and personal agendas. To others, it's an "old boy's club" for merchant families, which doubles as a source of handy gossip. There are also those that see it as a noble fraternity steeped in tradition.

All of these perspectives are true. Different members of this organisation get different things out of it. The Knights of the Shield also contains numerous cliques and sub-factions. The most powerful sub-factions (and, in many ways, the true leaders of the Knights of the Shield) is the Shield Council.

The Shield Council is led by the *Hidden Lord of the Shield* (see Appendix A). The shield contains the essence of the banished archdevil Gargauth. Gargauth originally placed a piece of his essence inside the shield so that he could manipulate the bearer into doing evil in his name. Through the shield, he helped form the Shield Council and led to it being the dominant force within the Knights of the Shield.

This came in useful as, during the Second Sundering, in a miscalculated strike against Asmodeus, Gargauth's physical form was destroyed. Many believe the archdevil to be dead, but a piece of his essence survives within the magic shield. He continues to guide the Shield Council (and by extension the Knights of the Shield), manipulating them to serve his own ends. More than anything he seeks to escape the shield and ascend to godhood.

No one on the Shield Council knows the true nature of the *Hidden Lord of the Shield*. They believe the Hidden Lord is just a magic sentient shield that happens to offer great insight and advice. They use the advice of the Hidden Lord, combined with the network of information offered by the Knights of the Shield, to extend their influence as far and wide as possible. None of them suspect that the sentient shield has its own motives for helping them.

ORGANISATION & MEMBERS

The Knights of the Shield make up a network of shared information. In theory, prestige comes from doing favours and sharing information with other Knights as quickly and widely as possible. In practice, though, it is the most scheming, ambitious and charismatic who accrue the most prestige.

The Knights of the Shield have the following notable members:

- Lord Rolteme Rosznar (LE male Tethyrian human **noble**) and Lady Azalea Rosznar (LE female Tethyrian human **noble**), a pair of Waterdavian nobles. They are primarily involved with the wine-making and gem trading businesses, and are more than willing to use the Knights of the Shield to gain an edge over their competitors. Unbeknownst to either of them, their daughter, Esvele, is secretly the **Black Viper** (see Appendix B of *Waterdeep: Dragon Heist*).

- Eldon Evermoor (LN male strongheart halfling **commoner**), a pompous member of the Knights of the Shield, as well as a member of the Fellowship of Innkeepers. He owns the Dragon's Head, a tavern in the Castle Ward. It is frequently visited by merchants and diplomats looking for a quiet place to discuss business. Eldon's staff are instructed to listen to their gossip and report it back to him. He, in turn, reports it back to more affluent members of the Knights of the Shield, in the hopes of earning prestige amongst Waterdeep's elite.
- Ulric Undershield (LG male shield dwarf **veteran**), a hearty and cheerful retired adventurer. When he retired from adventuring, he used the treasure he'd accrued to purchase a place in the Castle Ward and settle down. He sees being a member of the Knights of the Shield as getting to play as a member of a secret society. He likes the respect he believes he's gained amongst his fellow Knights. However, his good-natured personality means that he doesn't realise how often he's being manipulated by his fellow Knights.

One of the sub-factions within the Knights of the Shield are the Men of the Basilisk. They were originally a secret society of nobles and merchants that used murder, torture and intimidation to expand their wealth and influence. They were absorbed into the Knights of the Shield long ago but still retain a small degree of autonomy. Members of this sub-faction include: Lord Roaringhorn (NE male Chondathan human **noble**), Tarlyn Grimmerhand (LE male Chondathan **veteran**), Casper Coinpurse (NE male Chondathan human **spy**), and Wilbert Bluespell (CE male Chondathan human **apprentice wizard**; see Appendix B of *Waterdeep: Dragon Heist*).

Joining the Knights of the Shield

The Knights of the Shield are a highly exclusive organisation. However, the Knights know how useful it is to have some adventurers in their ranks; especially those who look like they might be willing to use the wealth acquired from their adventuring to settle down and (in their eyes) become a productive member of society. If the characters renovate and reopen the tavern in Trollskull Alley, they will likely be approached by Ulric Undershield.

Ulric Undershield takes great pleasure in acting conspiratorial and being able to claim that he's not at liberty to reveal the name of the organisation he works for. Missions he gives them are often sent down the chain of command from other Knights. Only when they've gained sufficient rank are they introduced to other members of the organisation.

The Knights of the Shield's ranks (and renown needed to reach them) are as follows: Eye of the Shield (1), Hand of the Shield (3), Bearer of the Shield (10), Guardian of the Shield (25), and Knight of the Council (50).

Missions for the Knights of the Shield usually involves gathering information, be it legally or illegally. Other times it can involve acting on that information to subvert a potential business rival in some way.

Possible faction missions include the following:

- A pair of merchants are having a business meeting over lunch at the Dragon's Head. The Knights of the Shield ask the characters to discreetly listen in on the conversation

and see if they hear anything interesting.

- There have recently been reports that a merchant in the Trades Ward has been selling illicit material spell components (most notably dragazhar guano). They ask the characters to confirm whether this is the case and report back to them.
- Lord Stormweather has been nosing into things that don't concern him. The characters are told that he needs a gentle reminding that he shouldn't look too deeply into other people's business, lest they look into his business too. They are told to remind him that he wouldn't like it if everyone were to discover what happened between his daughter and the Tethyrian half-elf.
- The Scions of Astaroth are a cult of tieflings who claim to be descended from Astaroth, a demon lord killed long ago by Gargauth. They perform bloody rituals each night in an attempt to resurrect Astaroth. The characters are told to test their mettle and prove their worth by wiping out this band of evil cultists.

Being a member of the Knights of the Shield doesn't attract many enemies. The Lords' Alliance are wary of the Knights, but not outright hostile. The Iron Throne and the Zhentarim are also potential enemies, but the Knights of the Shield do their best to placate them as part of their long-term plan to take them over from within. The only organisation they've been engaged in regular conflict with is the Kraken Society.

KRAKEN SOCIETY

HISTORY & MOTIVATIONS

The Kraken Society is primarily an information network based around the Sword Coast and the Trackless Sea. To many of its members, it's simply a means of gaining personal power and wealth. The staggering pool of information they have to access to can give its members an edge over their rivals. Additionally, the right truth (or half-truth) in the right ear can go a long way.

What most don't realise that there is more beneath the surface, both metaphorically and literally. The Kraken Society was formed by **Slarkrethel** (see *Storm King's Thunder*), a powerful spellcasting kraken. Slarkrethel aims to dominate the Trackless Sea and the Sword Coast in a bid to ascend to the ranks of divinity. Having already united many creatures of the sea under itself, the kraken seeks to dominate the land by controlling the flow of information.

Its schemes have led to it being blessed by Umberlee (the goddess of the sea), bringing it one step closer to its goals. It has also acquired a vast array of artefacts and magic items from sunken shipwrecks. Many of these artefacts were acquired thanks to knowledge supplied by the Kraken Society. Whenever Slarkrethel hears of a ship carrying powerful magic items, it sends its aquatic minions to attack the ship.

ORGANISATION & MEMBERS

The Kraken Society has a pyramid power structure, with Slarkrethel on the top, its trusted lieutenants beneath it, their trusted agents beneath them, and so on and so forth. The lowest-ranking members have no idea who they truly serve. Whilst Slarkrethel is interested in attaining godhood, those beneath it are happy with the wealth, power and prestige that being part of the Kraken Society brings.

The Kraken Society has the following notable members:

- The Skum Lord (LE **aboleth warlock**; see Appendix B), Slarkrethel's lieutenant in Waterdeep. It dwells in the sewers beneath Skullport and serves Slarkrethel with spectacular ability. The aboleth once owned over half the residences and businesses in Skullport however, ever since the Xanathar Guild's takeover of Skullport, its influence over the town seems to have waned.
- Damian Darkskull (LE male shield dwarf **assassin**), the Skum Lord's chief information gatherer in the city of Waterdeep. Once he was an ordinary thief, having to break into houses to learn people's secrets, he's since risen up the ranks. He now has hundreds of people who come to him with secrets. He spends his time womanising and drinking in taverns. However, as much as he likes to drink and relax, his mind and reflexes are as sharp as ever.
- Seraphina Greenscales (NE female yuan-ti pureblood **swashbuckler**; see Appendix B of *Waterdeep: Dragon Heist*), one of Damian's informants. Her desperate ambition is hidden behind a mask of obsequiousness. She doesn't know who Damian answers to but seeks to eventually rise in rank enough to replace him. She hides the fact that she's a yuan-ti by claiming her reptilian features come from her draconic ancestry. She has a

yuan-ti pureblood's Innate Spellcasting and Magic Resistance traits.

- Grith (CE male half-orc **bandit captain**), the head of one of several small gangs that answer to Seraphina. He and his gang aren't very bright but they are useful for missions that require brute force. Seraphina secretly despises them but knows that she has to rely on them for now. Grith likes his job, as the pay is good, it comes with some small prestige, and gives him an excuse to hurt people.

Grith's gang includes: Fists (CE female Tethyrian human **thug**), Jaws (CE male strongheart halfling **thug**), Tailbone (CE male tiefling **thug**), Ripper (CE female Illuskan human **thug**), Render (CE male Illuskan human **thug**), Killer (CE male Shou human **thug**), and Snowball (CE female half-elf **thug**).

Joining the Kraken Society

The Kraken Society is open to anyone willing to do dirty work for some pay. If Seraphina hears of the character's deeds and likes what she hears, she sends Grith to go and invite them to a meeting. Grith, being Grith, manages to make the invitation sound like a threat.

If they show up to the meeting, Seraphina introduces herself and her organisation. She then offers them a mission to test their ability. Should they pass, she offers them more missions. Characters that reach a high enough rank will likely be sent on to work for Damian and perhaps even the Skum Lord.

The Kraken Society's ranks (and renown needed to reach them) are as follows: Sucker (1), Tentacle (3), Body (10), Beak (25), and Lord of the Deep (50).

Kraken Society missions usually involve gathering information or making sure the right person gains the right bit of information. However, they sometimes have been known to engage in kidnappings, assassinations, torture and thuggery, if the situation call for it.

Possible faction missions include the following:

- A contact of Seraphina's, an elf that works at a festhall frequented by nobles, has suddenly fallen out of contact with her. She sends the characters to go and find out why this is.
- Seraphina has leant money to a halfling merchant in the Dock Ward. The halfling has been slow to pay back this generous loan. As such, she asks the characters to pay him a visit and convince him to pay the money back.
- Attacks are being carried out on members of the Kraken Society in the Dock Ward each night. Seraphina suspects the Xanathar Guild is behind these attacks. She sends the characters to investigate these attacks.
- Adventurers have uncovered a small army of **nothics** that the Skum Lord has been amassing. Damian claims the adventurers are troublemakers looking into matters that don't concern them. He says these “troublemakers” are still in Skullport; sends the characters to dispose of them quickly and efficiently before they return to the surface.

Working with the Kraken Society will likely attract the attention of their enemies. The Kraken Society has come into conflict with many organisations, including Bregan D'aerthe, the Gray Hands, the Harpers, the Lords' Alliance, the Red Sashes, and the Xanathar Guild.

Legion of the Chimera

History & Motivations

During the Time of Troubles, Bhaal (the god of murder) was killed. However, Bhaal had foreseen his own death and had prepared for it by siring hundreds of children. As these Bhaalspawn grew older, Bhaal's corruptive essence grew inside them. When they died, their essence would coalesce in the deepest pits of the Abyss, allowing Bhaal to be reborn.

One such Bhaalspawn was Sarevok Anchev. He sought to claim his father's title and become the new Lord of Murder. However, his plan was foiled by his fellow Bhaalspawn, Abdel Adrian. The two of them fought, which ended with Sarevok getting killed by his own half-brother.

Sarevok's story didn't end there. Through seemingly pure determination, Sarevok's soul managed to pull itself free from Bhaal's coalescing essence. Once free, he soon found himself back in the company of Abdel. Whether out of mercy, pity, or something else, Abdel wrapped a piece of his Bhaalspawn essence around Sarevok's soul, giving him physical form once more.

Sarevok was then free to wander the realm of the living once more. However, having given up on attaining godhood, he no longer seemed to have a purpose. He tried being a conqueror, a liberator, and a mercenary. However, nothing filled the void that seemed to consume him.

It didn't help that the unusual nature of his resurrection had transformed him into the Seraph of Murder, meaning he no longer aged. Decades passed and he eventually settled down in a distant corner of Faerûn. There, he lived the simple life of a farmer, until Bhaal's century-long plan finally come to fruition, allowing him to be reborn.

Made from the black, coalesced essence of countless Bhaalspawn souls, Bhaal was instantly able to sense that one of the souls was missing. He sent a pack of demons to retrieve the wayward soul so that he might learn how it had escaped.

The demons showed up at Sarevok's farm and attacked before he had a chance to so much as defend himself. Beaten to within an inch of his life, he was carried back through the Lower Planes, to Bhaal's realm. However, as they approached it, a strange surge of planar magic suddenly pulled them from the Abyss and into Undermountain.

Sarevok used this moment of distraction to break free from the demons. He slew two of them and fled the rest. He wandered Undermountain for some time. As he did so, he discovered where he was and became aware of the sheer power that the place held. He also realised that there were ways to harness the power of the place and to use it for his own ends.

However, he knew he couldn't do it alone. As such, he began gathering allies. He specifically sought out rejects and outcasts from other factions, as well as adventurers looking to explore Undermountain. They worked together to achieve mutual goals. From this loose network of allies, an organisation known as the Legion of the Chimera was born.

His ultimate plan is to use his own connection with Bhaal, combined with the unique magic of Undermountain, to draw Bhaal onto the Material Plane; trapping him in the form of a mortal avatar. He will then unleash the full might of the Legion on him, killing him once and for all.

The final stages of his plan are a long way off. For now, he is focussing on building up his followers, on gathering potential weapons against Bhaal, and on attuning key places of power throughout Undermountain to his essence. His ultimate goal is kept secret from his allies. Many of them assume he's simply trying to carve out a place for outcasts and rejects throughout Undermountain to call home.

Organisation & Members

The Legion of the Chimera is a network of shaky alliances and owed favours. At the top of the organisation is Sarevok. Beneath him are his most-trusted agents, most of whom command their own sub-factions which pursue their own goals. Many of these sub-factions contain sub-factions of their own.

The Legion of the Chimera has the following notable members:

- **Sarevok Anchev** (see Appendix B), the leader of the Legion of the Chimera. He goes by the unimaginative alias "Koveras". He seeks to kill Bhaal, though his reasons for doing so are unclear. It could be revenge, self-preservation, lust for power, or an honest desire to do good. Whatever his motivations, he is highly committed to his cause; will do whatever it takes to achieve his goals.
- Ragar (LN male **drow elite warrior**), a devoted member of the Legion of the Chimera. He believes "Koveras" intends to overthrow **Halaster** (see Appendix A of *Waterdeep: Dungeon of the Mad Mage*) and take control of Undermountain for himself. In truth, Sarevok has little interest in ruling Undermountain, but knows that his plans may draw him into conflict with Halaster eventually.
- Zitembe (N male **medusa**), a relatively recent recruit. He travelled to Undermountain, hearing it contained the secret to true immortality. Unable to uncover the secret on his own, he joined the Legion of the Chimera. He believes that by creating a sufficiently long chain of deals, he'll eventually come across the secret to immortality.
- Gloopoolgoop (NG female **kuo-toa archpriest**), also known as "Gloopy". She has spent much of her life as an aboleth's slave. She was freed when the aboleth was killed by Sarevok. She now loyally serves the Legion of the Chimera. She's friendly and cheerful; can often be heard proselytising about the great work that Koveras and the Legion have done.

Other members of the Legion of the Chimera include: Garland Goodshadow (LN male Tethyrian human **assassin**), Rank (LE female **duergar**), Sunder the Spriggan (NG male rock gnome **mage**), Fhang III (NE **doppelganger**), Sigir (LG female **minotaur**), the Sword Maiden (N female **drider**), Annath (CE **grell**), Samson (CN **nothic**), and Wooshy Woo (CG **flumph**).

Joining the Legion of the Chimera

The Legion of the Chimera is a web of contacts throughout Undermountain. Should the characters prove themselves capable, they will be approached by one of its members, most likely Gloopoolgoop. She gives them a mission to fetch something that she wouldn't be able to acquire on their own.

Should they succeed, she is quick to invite them to join the Legion of the Chimera. She talks about all the good that her organisation has done. Should they join, they are given more missions and passed back and forth between multiple members of the organisation that need something done. Only when they've gained sufficient rank and prestige are they likely to be given an audience with Sarevok.

The Legion of the Chimera's ranks (and renown needed to reach them) are as follows: Egg (1), Goat (3), Lion (10), Dragon (25), and Chimera (50).

Most missions involve locating or gathering something from Undermountain. Others involve undermining other organisations so that the Legion might be able to acquire something they need later.

Possible faction missions include the following:

- The Legion of the Chimera require access to the fungi found in the northwest section of the Twisted Caverns (see Level 4 of *Waterdeep: Dungeon of the Mad Mage*). The characters are sent to secure the area by driving out or killing any of the area's inhabitants.
- The Hall of Mental Splendour is a hidden school in Skullport. It trains its members in psionic espionage and hires them out as mercenary spies. Recently, they've gotten hold of a young girl with a prodigious gift for reading minds. She would be useful to the Legion of the Chimera. As such, the characters are tasked with convincing her to leave the Hall of Mental Splendour and to join the Legion of the Chimera instead.
- The *Amulet of Alcedor* is a cracked, fist-shaped sapphire amulet with platinum straps. The wearer can use an action to command another creature to halt, as with the *command* spell (save DC 14). It once belonged to Alcedor Kolat and is rumoured to be located somewhere in Maddgoth's Castle (see Level 7 of *Waterdeep: Dungeon of the Mad Mage*). The Legion of the Chimera need it for a deal they're trying to make. The characters are sent to acquire it.
- Demons have been invading the lower levels of Undermountain and attacking members of the Legion. The characters are sent to go in and fight them off.

The Legion of the Chimera operate throughout all of Undermountain, including Skullport. As such, characters that undertake missions for them might come into conflict with other factions in Skullport. This includes the Dark Dagger, the Kraken Society, the Murkstalkers, the Reforged Ring, the Xanathar Guild, and the Unseen Servants.

MOONSTARS

HISTORY & MOTIVATIONS

The Moonstars (also called the Tel'Teukiira or the Silverstars) are a group that was originally part of the Harpers. However, a schism formed and the Moonstars broke off from the Harpers, led by Khelben "Blackstaff" Arunsun and **Laeral Silverhand** (see Appendix B of *Waterdeep: Dragon Heist*).

The Moonstars, whilst broadly similar to the Harpers in many of its ideals, was more brutal and pragmatic. They were willing to make allegiances the Harpers would not and do whatever needed to be done in the name of good.

When Khelben died, the Moonstars appeared to collapse. However, there were always rumours that it was still around. It was only during the time of the Second Sundering when proof was witnessed of Moonstar agents still being active.

However, the Moonstars remain mysterious and elusive. Few know who they ultimately answer to. Some believe they have reunited with the Harpers, are merely a specialised branch of the organisation. Others believe that they have no set leader; that the "Moonstars" are actually several different organisations, all using the original Moonstars' name.

One of the more popular theories is that they are commanded by either Laeral Silverhand or **Vajra Safahr** (see Appendix B of *Waterdeep: Dragon Heist*). Some go so far as to claim that the current Moonstars are just agents of Force Grey operating under a different name. They jokingly refer to both organisations as the "Silver Hands", though never in earshot of either Laeral or Vajra.

Another popular theory is that the Moonstars serve the interests of Silverymoon, just as the Gray Hands serve the interests of Waterdeep. This is because many Moonstar activities have centred around Silverymoon of late. Additionally, there are rumours of Alustriel Silverhand (former High Mage of Silverymoon and sister of Laeral Silverhand) aiding the Moonstars. Those who subscribe to this view often refer to the Moonstars as either the "Silverstars" or the "Silverymoonstars".

ORGANISATION & MEMBERS

The Moonstars are made up of largely autonomous agents who each pursue their own goals and agendas. Each agent knows the identity of only a handful of other agents. Sometimes, orders will be passed down through the chain of command, directing certain agents to investigate specific matters.

The Moonstars have the following notable members:

- Kylia (CG female rock gnome **archmage**), a Moonstar living in Waterdeep with a flair for the dramatic. She loves to gather knowledge almost as much as she loves to obfuscate the truth for other people. While she might not appear to be foolish to some, she's capable of being incredibly serious and pragmatic when she needs to be. As an

illusionist, she has *dream*, *major image* and *seeming* prepared in addition to her other archmage spells.
- Argenta (CG female **adult silver dragon**), one of the few dragons with the privilege of being touched by the *dragonstaff of Ahghairon*, allowing her to bypass *Ahghairon's dragonward*. She travels the Sword Coast and surrounding regions, fostering good relations between the good-aligned races (especially humans and elves) so that they are better equipped to overcome the forces of evil.
- Justin Longbow (CN male half-elf **assassin**), a Moonstar who believes strongly in freedom and allowing people to be in charge of their destiny. He claims that, while the subtle manipulations of the Harpers might prevent tyrants from rising, their constant manipulation robs people of freedom in other ways. He says, just as the Harpers maintain a balance of power between other nations and organisations, the Moonstars should aim to keep the Harpers in check. Some of his fellow Moonstars agree with him, while others believe he has been corrupted by *Shazzellim* (see Appendix A), his sentient magic sword.

A frequent ally of the Moonstars is House Moonstar, a Waterdavian noble house. Despite what some may think, their similar names are purely coincidental. However, when the Moonstars helped drive off an attack by Vanrak Moonstar (see Level 18 of *Waterdeep: Dungeon of the Mad Mage*), House Moonstar became permanently indebted to them. Members of House Moonstar include: Freya Moonstar (LN female Illuskan human **noble**), and Moira Moonstar (NG female Illuskan human **priest** of Selûne), Veruca Moonstar (LG female Illuskan human **knight**).

Joining the Moonstars

The Moonstars approach only those who seem skilled, reliable and devoted to preserving life and goodness. If the characters meet these standards, they may receive an invitation to meet one of the Moonstars (likely Kylia).

Should they show up to the meeting, Kylia offers them a simple mission to test them. If they succeed, she offers them more missions. Until they've gained sufficient rank, she doesn't directly refer to what her organisation is. She may refer to it as “my organisation” or “my people”, but never as the Moonstars until she's sure she can trust them. As such, the characters might mistakenly believe they're being recruited into a different organisation (most likely the Harpers).

The Moonstars' ranks (and renown needed to reach them) are as follows: Raven (1), Falcon (3), Shard (10), Shield (25), and Silverstaff (50).

Missions relating to this faction usually involve preserving knowledge, brokering peace, and hunting down evildoers. Usually, the purpose of a mission is clear, but other times it's less obvious. Additionally, whilst the missions ultimately serve good, they sometimes require shadier actions to be taken.

Possible faction missions include the following:
- There is a **ghoul** who lurks in the sewers. He has been tasked with keeping an eye on the Xanathar Guild. The Moonstars ask the characters to go and find him and debrief him on anything noteworthy he has seen.

- Rumour has it that a pair of Zhents are looking to sell information about the Zhentarim to anyone that's interested. However, this could be a trap to lure out enemies of the Zhentarim. The Moonstars send the characters to make contact with these potential turncoats and offer to buy the information for them.
- The Moonstars have learnt that agents of Bregan D'arthe are meeting with representatives of House Thann (a prestigious Waterdavian noble family) tonight. The characters are sent to listen in on this meeting and report back on what they hear.
- Artor Morlin is a powerful vampire that dwells beneath Waterdeep. His presence is tolerated by the Lords of Waterdeep, primarily because his presence keeps other vampires out. He has recently acquired the *Cloak of Dragomir* (a cloak that grants its wearer a +2 bonus to AC and saving throws, resistance to necrotic damage, and immunity to the effects of the Vampire Weaknesses trait). The Harpers believe the cloak makes him too powerful; have sent adventurers to steal it. The Moonstars believe the adventurers may try to kill Artor, depriving Waterdeep of the security he offers. As such, the characters are sent to do whatever it takes to make sure Artor stays alive.

Joining the Moonstars means regularly being sent against evil organisations. This often means making an enemy of such factions as Bregan D'aerthe, the Dark Dagger, the Knights of the Shield, the Kraken Society, the Murkstalkers, the Reforged Ring, the Xanathar Guild and the Zhentarim. The Moonstars also occasionally come into conflict with the Harpers.

MURKSTALKERS

HISTORY & MOTIVATIONS

When Myrkul (the god of death) was killed during the Time of Troubles, he survived by placing a piece of his essence in a powerful necromantic artefact known as the *Crown of Horns*. The *Crown of Horns* contained a copy of his mind and personality. Through it, Myrkul encouraged its wearer to consume souls, thereby slowly restoring him to power.

The crown soon came into possession of a yuan-ti pureblood named Nhyris D'Hothek. He was a lowly member of the Iron Ring at the time. However, possessing the crown transformed him into a powerful lich. This power caused him to desire more power, and so he began devouring souls and creating armies of undead.

Despite a large and diverse number of setbacks along the way, he eventually devoured enough souls (including, it's rumoured, the soul of Velsharoon, the demigod of necromancy) for Myrkul to be reborn. This caused Myrkul's essence to come bursting out of the crown, destroying the crown and Nhyris in the process.

Fortunately for Nhyris, Myrkul had further need of him. As such, the god of death wrapped a piece of his essence around Nhyris's soul, giving him a physical form once more; transforming him into the Seraph of Death.

Nhyris was sent back to Skullport to begin Myrkul's plans to get revenge on Khelben "Blackstaff" Arunsun. The old Blackstaff was partially responsible for Myrkul's death and had also thwarted several of his plans to be restored. As such, Myrkul seeks to the *Blackstaff* (see Appendix A of *Waterdeep: Dragon Heist*) which contains Khelben's soul. He also seeks to wipe out any trace of the Blackstaff's legacy, including his successor, **Vajra Safahr** (see Appendix B of *Waterdeep: Dragon Heist*).

To help bring this about, Nhyris established the Murkstalkers. They are known as a shadowy group that lurks around Skullport. No one outside the organisation knows who their leader is or what their motivations are. Even most of those inside the organisation know little about their goals other than vague talk of a coming revolution.

They have carried out a number of coordinated attacks on Waterdeep, including causing several small armies of undead to come bursting out the sewers and attacking everything in sight. This has attracted the attention of the Gray Hands, who have sent members down into the sewers to investigate. This is exactly what Nhyris wants because, once the Gray Hand agents are alone, he and his followers attack and kill them.

He then uses his considerable arcane abilities to reanimate the slain victims as undead under his control. The undead have the appearance, memories and (to an extent) personality of the people they were in life. However, they are filled with fanatical devotion to Nhyris. Nhyris then sends them back to Vajra, where they impersonate the people they were in life.

He plans to slowly surround Vajra with his agents before eventually having them turn on her when the time is right. He is also engaged in a number of activities to undermine stability and power in Waterdeep so that, when that time comes, Vajra will have no allies to turn to.

Organisation & Members

The Murkstalkers are a relatively small organisation. At the head of it is Nhyris and his inner circle of spellcasting followers. Beneath them are various lesser agents and individuals who have vague ties to the Murkstalkers. Those outside the inner circle know little of the Murkstalkers' plans, though some of them could certainly make an educated guess.

The Murkstalkers have the following notable members:

- **Nhyris D'Hothek** (see Appendix B), the shadowy and elusive leader of the Murkstalkers. He is cunning, calculating and cold-hearted. He serves Myrkul loyally, having been promised ever-greater necromantic power in return for his devotion.
- Mordren Darkcrown (NE male half-elf **mage**), a member of Nhyris's inner circle. He hopes to use the power they amass to take over Waterdeep and rule it like kings. He is self-assured to the point of being arrogant. He has *animate dead*, *vampiric touch* and *blight* prepared in place of *suggestion*, *fly* and *ice storm*.
- Thelca Bellwort (N female Illuskan human **cult fanatic**), the leader of a small temple devoted to Myrkul in the Sea Ward. She sees it as her duty to grant the mercy of death to those who crave it. She is highly accommodating towards fellow worshippers of Myrkul and is aware that the Murkstalkers have some connection to Myrkul. As such, she allows them to stay in her temple if they need to and will offer them aid in small ways if she can. However, she doesn't get too deeply involved and knows better than to ask too many questions.

A group of adventurers calling themselves the Horned Harbingers have allied themselves with the Murkstalkers. The Murkstalkers have (falsely) promised them the *Crown of Horns* in return for their service. The Horned Harbingers consist of: Kagor Kulenov (NE male Damaran human **priest** of Myrkul), Urgar Stayara (CE male Rashemi **werebear**), Ramstone (NE female shield dwarf **knight**), Rimstone (NE female shield dwarf **vetaran**), Jinx (CE male tiefling **bandit captain**), and Renn Blacksheaf (CE female moon elf **cult fanatic**).

Joining the Murkstalkers

The Murkstalkers are incredibly secretive. Whilst the inhabitants of Skullport know of their existence, they know next to nothing about the group itself. If the characters have made a name for themselves as troublemakers, they might be approached by Mordren Darkcrown, who offers them a mission.

Should they succeed, they are approached again and given more missions. Mordren is secretive about many aspects of the Murkstalkers' organisation. Only those who have risen significantly through the ranks are allowed into the Murkstalkers' inner circle.

The Murkstalkers' ranks (and renown needed to reach them) are as follows: Lurker (1), Worker (3), Nightwalker (10), Darkstalker (25), and Acolyte of Myrkul (50).

Joining this faction involves being sent on missions to disrupt Waterdeep. This can involve

gathering intelligence, carrying out attacks, and spreading misinformation. It can also involve carrying out ambushes on the Gray Hands, and eliminating those who learn too much about the Murkstalkers.

Possible faction missions include the following:

- The Murkstalkers need new material components for their spells. As such, they give the characters some coin and send them to the Market to by some onyx.
- The Murkstalkers need several new corpses for their growing army. They tell the characters to visit the City of the Dead and raid a mausoleum for some dead bodies.
- A gang known as the Mandible once operated in Skullport. They possessed a *defender* longsword called the *Dragon's Tooth*, which served as a badge of office for their leader. When they were driven out of Skullport, their sword was lost. The Murkstalkers believe the ruby in the sword's hilt is the phylactery of Greshrukk, an **adult red dracolich**. The Murklurkers hope to free Greshrukk so that he can unleash devastation on Waterdeep. As such, they send the characters to search for the lost sword and acquire the phylactery.
- Some adventurers affiliated with the Gray Hands are descending into the sewers to look for the source of the undead attacks. The Murkstalkers instruct the characters to ambush them, kill them, and then deliver their bodies to the Murkstalkers' headquarters.

Working for the Murkstalkers means inevitably coming into conflict with the Gray Hands eventually. It also likely means making an enemy of the Emerald Enclave, the Harpers, the Lords' Alliance, the Moonstars, and the Order of the Gauntlet.

Night Parade

History & Motivations

The Demiplane of Dreams (also called the Demiplane of Nightmares, the Region of Dreams, the Veil of Sleep, the Dreaming, the Dream Ethereal, and many other names) is poorly understood by even the most accomplished of sages. Most agree that when a person sleeps, part of their consciousness drifts to the Demiplane of Dreams. However, details beyond that are rarely agreed upon.

Some claim the Demiplane of Dreams is related to the Feywild. Others claim that it is connected to the Astral Plane. Some even claim it borders the Far Realm. The most popular theory, in recent decades, is that the Ethereal Plane is the home of dreams; its grey mists containing the essence of dreaming.

Regardless of where exactly the Demiplane of Dreams is, it is home to many creatures. Most of these creatures are dreams and nightmares; they have no physical body and, barring powerful magic, would find it impossible to exist outside the Demiplane of Dreams.

Others are mortal creatures that, due to exposure from the dream energy, have been transformed into strange and otherworldly beings. These “dreamtouched”, due to their corporeal origins, are able to exist outside the Demiplane of Dreams without the need for powerful magic. Many dreamtouched (such as the diabolus tribe) are peaceful and good-natured, but some are incredibly dangerous.

The Night Parade is one such example of dangerous dreamtouched. Long ago, a group of Netherese wizards that tried to colonise the Demiplane of Dreams, creating a utopian city where all their dreams were fulfilled. Thanks to the powerful magical wards surrounding the city, all someone had to do was think of something they wanted and their wish would be granted.

However, as the generations passed, their aptitude with magic began to fade. As their magical aptitude faded, so did their ability to reinforce the wards surrounding their city. Reality slowly ceased to align with their wishes. Instead, it was shaped randomly and chaotically in accordance with stray thoughts of those nearby. Worry began to spread through the city, causing the city to become nightmarish in appearance. This caused worry to turn into panic, which only sped up the city's descent into nightmares.

As the city was consumed by nightmares, the survivors used their magic to escape to the Material Plane. However, having been warped and changed into dreamtouched during their time in the Dreaming, they were seen as freaks and outcasts. Furthermore, while they could survive outside the Demiplane of Dreams, they soon discovered that they couldn't reproduce.

As such, they began to use their arcane might and dreamtouched abilities to covertly take over cities. From their position of power, they abducted children, performed rituals to imbue them with dream energy, transforming them into dreamtouched as well. They then raised these children as their own.

Generations passed and the Night Parade began to have run-ins with the Harpers. These

encounters caused the Night Parade to splinter and fragment. Additionally, the passing of generations caused their arcane might to dwindle further. The present Night Parade exists as a scattered group of travelling circuses, carnivals and freak shows. They propagate by recruiting new members at the towns and villages they visit.

The exception to this is in a small handful of major cities, where the Night Parade has become entrenched in the city's criminal underbelly. They do their best to avoid attracting too much attention, especially from the Harpers, who seem devoted to completely wiping them out.

Organisation & Members

The Night Parade in Waterdeep could be likened to a criminal gang or cult. New recruits (many of them orphans or street urchins) are given food and shelter by the Night Parade in return for a handful of "favours". Once the recruits have shown their loyalty, a ritual is performed to transform them into dreamtouched.

The Night Parade has the following notable members:

- Lord Judgment (LE male Tethyrian human **archmage**), the leader of Waterdeep's Night Parade and demands total loyalty and devotion from its members. He portrays himself as kind and fatherly, but can be ruthless when he needs to be. He is balding, slender and has a long, white beard. His dreamtouched nature makes him taller than average. He is a Large creature. He uses a staff as his arcane focus. Atop the staff is a *Sphere of Dreamkind* (see Appendix A).
- Lady Candra (CE female **drider**), Lord Judgement's "daughter". She has been with him since he first settled in Waterdeep. She is ambitious and impatient for the day when she can take her father's place. While she has the statistics of a drider, she is in fact a dreamtouched moon elf. The lower half of her body resembles that of a giant centipede. She lacks the Innate Spellcasting, Sunlight Sensitivity, and Web Walker traits.
- Pagu (CG female **giant crab**), a dwarf that was hideously mutated when she became a dreamtouched. She regrets joining the Night Parade but has nowhere else to go. Due to her deformities, she rarely leaves the Night Parade's lair. She has Intelligence 12 (+1) and Charisma 10 (+0). She speaks Common and Dwarvish.
- Amadan (LN male Rashemi human **spy**), a recruit who joined the Night Parade when he was just a child. He has been fully indoctrinated and sees the Night Parade as his family. Being transformed into a dreamtouched caused him to take on reptilian features. Patches of scales formed on his skin, he grew a tail, and his legs became misshapen. As such, he wears a cloak to hide these disfigurements whilst outside the Night Parade's lair.

Lesser members of the Night Parade include: Elskere (N male **ettin**), Fortuna Wheelwright (CN female tiefling **scout**), Joan (LE female Chondathan **cult fanatic**), Mandrake (CG **vine blight**), Morticius (NE **shadow**), Rats (CE female **goblin**), and the Scorpion (LN male Mulan human **assassin**).

Joining the Night Parade

The Night Parade are open to anyone joining their ranks, so long as they want to. However, they prefer those who seem to be outcasts in some way. After all, those with low self-esteem or with nowhere else to go are the most likely to fall for the Night Parade's cult-like mindset. They also target adventurers who seem competent but show little sign of allegiance to any other organisation or ideology.

Characters are most likely to be approached by a low-ranking member of the organisation, such as Amadan. He offers the characters a little coin and some simple jobs so that they can earn more. He always plays up how wonderful and magnanimous his organisation is. Only when characters have gained sufficient are they invited to come to the Night Parade's lair.

The Night Parade's ranks (and renown needed to reach them) are as follows: Bumper (1), Stalker (3), Nightmare (10), Night Terror (25), and Lord of the Night (50).

Characters who join this faction are given jobs that further the Night Parade's ends, which typically involves minor crimes. Once they've gained enough renown and are invited to the Night Parade's lair, they are ushered into an audience with Lord Judgement. He speaks with them and performs a ceremony to admit them properly into the organisation. This ceremony is actually the ritual to transform them into dreamtouched.

Possible faction missions include the following:

- A particularly inattentive nobleman regularly wanders the Market. The Night Parade asks the characters to free him from the burdensome weight of his own coin purse.
- The Night Parade claim a shopkeeper in the Trades Ward has been particularly rude to the dreamtouched. They ask the characters to graffiti the front of his shop to teach him a lesson.
- The Night Parade claim that one of their members has been caught by the City Watch and accused of a crime she didn't commit. The Night Parade asks the characters to convince the City Watch of her innocence, even if it means having to lie.
- The powers of the dreamtouched fascinate the Xanathar Guild. They have abducted members of the Night Parade and are preparing to perform experiments on them. The Night Parade asks the characters to help mount a rescue.

Joining the Night Parade means inevitably coming into conflict with the Harpers, who relentlessly hunt down their “nests”. Being a member of the Night Parade likely also means coming into conflict with the Red Sashes, the Sons of Xvim, the Unseen Servants, the Xanathar Guild, and the Zhentarim.

Red Sashes

History & Motivations

The Red Sashes are a vigilante organisation. They were originally formed by Durnan as little more than bodyguards, but quickly expanded to tackle the growing crime that plagued Waterdeep's poorer neighbourhoods, especially the Dock Ward.

As vigilantes, the Red Sashes hunt down criminals that the City Watch are unwilling or unable to find and deliver them into the Watch's custody. They are also willing to help people they believe to be innocent to evade or escape the City Watch. Whilst the Red Sashes are more than willing to ignore the law when the situation calls for it, they don't believe that being vigilantes allows them to kill or harm others with impunity.

The Red Sashes are celebrated as heroes by some and seen as menaces by others. Recent events caused people's opinion of them to be split even further, when a splinter group calling themselves the Blue Sashes showed up. Instead of patrolling poorer neighbourhoods and targetting common criminals, the Blue Sashes work to expose the crime and corruption of the incredibly wealthy and powerful.

Some argue that hunting down dangerous criminals is one thing, but targeting the Lords of Waterdeep risks undermining the stability of the city. Others argue that the Red Sashes should have been doing this long ago; that instead of going after pickpockets for stealing a handful of coppers, they should go after the nobles and guildmasters who steal people's very freedom.

Then there are those who believe this talk of a schism is nothing but a ruse. They believe that the Red Sashes claim that the Blue Sashes are a rogue splinter group to evade the wrath of the Lords of Waterdeep. In truth, they argue, the “Blue Sashes” are just Red Sashes wearing a different coloured scarf.

Organisation & Members

The Red Sashes are separated into individuals cells. Each member knows the identity of only a handful of other individuals outside their cell. Information is traded back and forth between these cells. The Red Sashes are said to be led by a group called the Red Council, though none seem to know the identity of anyone on this council.

The Red Sashes have the following notable members:

- **Durnan** (see Appendix B of *Waterdeep: Dragon Heist*), the former head of the Red Sashes. He has since retired. Some consider him the heart of the organisation, as he must assuredly know a great deal about the Red Sashes' membership and serve as an advisor to the faction's new leaders. However, if asked about it, Durnan insists he doesn't keep up-to-date with the Red Sashes' activities.
- Lariette Longpeace (CG female Tethyrian human **bard**), a passionate, determined and capable member of the Red Sashes. She has *disguise self* prepared in place of *charm person*, which she uses it to disguise herself as a man while on missions. She wields the *Flame of the North* (see Appendix A).

- Jamboree Hardweed (NG male forest gnome **spy**), an idealistic member of the Blue Sashes. He is overly idealistic and perhaps not the best at hiding his allegiance. He is a writer for one of Waterdeep's many broadsheets, and has recently been using his position to covertly reach out and contact the **Black Viper** (see Appendix B of *Waterdeep: Dragon Heist*), believing she's just the sort of person the Blue Sashes need.

Many lesser members of the Red Sashes are known only by their sobriquets. Such members include: the Azure Assassin (CN female lightfoot halfling **assassin**), the Scarlet Pepper (NG male Chondathan human **swashbuckler**; see Appendix B of *Waterdeep: Dragon Heist*), the Vermilion Sparrow (CG female Shou human **martial arts adept**; see Appendix B of *Waterdeep: Dragon Heist*), and the White Shadow (CG **doppelganger**).

Joining the Red Sashes

To be contacted by the Red Sashes, the characters must show a willingness and ability to combat crime in Waterdeep, but also a restraint in doing so. Those that attract the Red Sashes' attention have a note delivered to them (possibly by Durnan if they frequent the Yawning Portal) giving them only a time, a location, and a piece of red fabric.

If the characters go along to this meeting, they meet Lariette Longpeace (magically disguised as a male human called Larry Warshort). “He” then offers them a mission. Once they've reached sufficient rank in the organisation, she's willing to reveal her true for to them.

The Red Sashes' ranks (and renown needed to reach them) are as follows: Sashling (1), Scarfling (3), Shawler (10), Shrouder (25), and Sovereign (50).

Characters who join this faction are usually given missions relating to solving crimes, apprehending criminals, or helping the innocent evade capture. If they gain enough renown within the organisation, they may find themselves approached by the Blue Sashes, who offer them missions relating to solving large-scale injustices.

Possible faction missions include the following:

- The Zhentarim think they can flout the law. They need a reminder that the Red Sashes are watching them. As such, they send the characters to discreetly place a red handkerchief in the pocket of a high-ranking Zhent. They claim that the Zhent in question will know what it means.
- An elf has been accused of a crime that he didn't commit. The Red Sashes ask the characters to help him lay low for a couple of days until the rest of the Red Sashes can sort out this misunderstanding.
- A **half-ogre** started a bar brawl, which ended with several people almost dead. The City Watch are looking for him but are unlikely to find him. He's likely lying low in some rougher region of the Dock Ward. The Red Sashes instruct the characters to locate the half-ogre and either bring the City Watch to him or bring him to the City Watch.
- A githyanki smuggler is selling dangerous, illicit, planar substances. The City Watch haven't been looking into it, whether because they've been bought off by him or because they are too intimidated. The Red Sashes instruct the characters to apprehend him and to deliver him and proof of his deeds to the City Watch.

Joining the Red Sashes means going up against the various criminal organisations that operate in Waterdeep. Most notably, this includes the Kraken Society, the Unseen Servants, the Xanathar Guild, and the Zhentarim.

Reforged Ring

History & Motivations

Skullport has long had a history of slavery. For a long time, the Iron Ring was the chief source of the slave trade in Skullport. After the original Iron Ring dissolved, a gang of slavers calling themselves the Reforged Ring rose to take their place.

The Reforged Ring, until recently, was much like the Iron Ring that had preceded it. It owned a scattered network of slave pens and workhouses; had raiding teams that would search Skullport for anyone too weak to fend them off. Whilst this is still broadly the case, the slaving aspect of the organisation is now merely a means of funding their primary goal: taking over the Xanathar Guild.

The Reforged Ring's change in focus can be traced back to a beholder known as the Blind. The Blind was an elderly, half-blind beholder that lived in Skullport. Whilst incredibly knowledgable about things happening in Skullport and skilled at brokering deals, it was seldom respected. Most saw it as senile, especially when it claimed to have once been the Xanathar.

The lack of respect annoyed him greatly. It sought to “reclaim” control of the Xanathar Guild, but knew that it wouldn't be able to until people respected it once more. It also knew that it couldn't be respected so long as it was old and half-blind. As such, it sought out ever more dangerous means of restoring its youth.

It was **Manshoon** (see Appendix B of *Waterdeep: Dragon Heist*) who first showed it the respect it felt it was deserved. Manshoon was visiting the Blind to gather information in preparation for one of his many plans. However, upon meeting the beholder, he recognised the creature's rage and impotent fury; knew it could be used to his benefit.

He offered to restore the beholder's youth. In return, he demanded that, when the Blind finally took back control of the Xanathar Guild, it was to ally with him. The Blind gladly accepted. As such, Manshoon concocted a potion made up from the blood of several **death kisses** (see *Volo's Guide to Monsters*). The Blind drank the potion, which restored his youth and transformed him into a vampiric beholder.

Unbeknownst to the Blind, the has an additional effect. Manshoon had placed an “echo” of his own consciousness into the potion. When the Blind transformed, this echo drifted into its subconscious; subtly altering its thoughts, so that it couldn't take actions (or sometimes even conceive of actions) that Manshoon would disapprove of. Thinking that was enough to ensure the beholder's loyalty, Manshoon then departed and left the Blind to take control of the Xanathar Guild.

The Blind knew that to take over the Xanathar Guild, it would need followers. As such, it took over the Reforged Ring, and used it to declare war on the Xanathar Guild. The beholder cares little for the Reforged Ring or any of its members. It only cares about weakening the Xanathar Guild enough so that it can kill the present **Xanathar** (see Appendix B of *Waterdeep: Dragon Heist*) and take control of the Guild.

Organisation & Members

The Reforged Ring operates similarly to the Xanathar Guild, with the Blind being its shadowy leader, often giving orders through its trusted lieutenants. These lieutenants command many subordinates, who in turn have subordinates of their own. The lowliest members of the Reforged Ring have little idea that they are led by a vampiric beholder.

The Reforged Ring has the following notable members:

- The Blind (LE **blood tyrant**; see Appendix B), the head of the Reforged Ring. The vampiric beholder is egotistical and hungry for power. As time has gone on, the Manshoon "echo" inside the beholder's mind has altered its personality in strange ways. For example, it now refers to itself as Xanshoon, or sometimes as the Eye of Manshoon.
- Yorik (LN male **githzerai zerth**), "Xanshoon's" right-hand man. He speaks rarely; is stoic and silent. He takes pleasure in a job well done, and especially takes pleasure in hunting down the **mind flayers** allied with the Xanathar Guild. He wears a pair of *bracers of defence* and a pair of illithium rings that cause his unarmed strikes to deal an extra 9 (2d8) psychic damage. The magic of the rings is keyed to Yorik; they offer no benefits to anyone else who wears them.
- Wesker (LE male **troll**), the "face" of the Reforged Ring. He is well-spoken, dresses in fine attire, and likes to maintain an air of sophistication. He is in charge of giving orders to the lower-ranking members of the Reforged Ring. He speaks Common, Dwarvish, Elvish, Goblin, and Undercommon. He has Intelligence 16 (+3), Wisdom 14 (+2), and Charisma 16 (+3).
- Zazesspur (CE female drow **assassin**), one of "Xanshoon's" elite spies, assassins, slavers and recruiters. However, she is also a spy for Manshoon, who is troubled by the Blind's strange behaviour of late. He fears the day that the beholder comes to believe itself to be the real Manshoon. When that day comes, Zazesspur is under orders to destroy it.

The Reforged Ring also has a mercenary company called the Unyielding Sword that works for them. The Unyielding Sword mostly work as slavers but also do other jobs for the Reforged Ring. Notable members of the Unyielding Sword include: Zhuroth (CE male half-orc **champion**; see Appendix A of *Waterdeep: Dungeon of the Mad Mage*), the Skinless One (NE female half-elf **archdruid**; see Appendix A of *Waterdeep: Dungeon of the Mad Mage*), and "Lord" Saladeen (LE male Calishite human **assassin**).

Joining the Reforged Ring

The Reforged Ring is always looking for recruits, especially those who have proven themselves to be competent. They also look favourably upon those who have opposed the Xanathar Guild, though also take pleasure in "poaching" recruits from the Xanathar Guild itself.

Potential recruits are likely to be approached by Zazesspur. She gives them their first handful of missions. Once they've proven their worth, and have risen in sufficient rank, they are branded with an eye-shaped mark to signify that they belong to the Reforged Ring.

The Reforged Ring's ranks (and renown needed to reach them) are as follows: Ringworm (1), Ringtail (3), Ringbearer (10), Ringmaster (25), and Ringleader (50).

The Reforged Ring gives missions relating to expanding their power and undermining the Xanathar Guild. Should Xanshoon succeed in his bid to take over the Xanathar Guild, the beholder folds whatever remains of the Reforged Ring into the Xanathar Guild. Reforged Ring characters have their renown transferred to the new Xanathar Guild.

Possible faction missions include the following:

- Some members of the Xanathar Guild are looking to defect and join the winning side. The characters are to meet them and escort them safely back to the Reforged Ring's headquarters.
- The Reforged Ring were temporarily forced to move their base of operations outside Skullport due to the Xanathar Guild takeover, however they have since regained a foothold in the town. The characters are sent to help defend this foothold against an expected Xanathar Guild retaliation.
- An escaped slave named Vandermeer is leading a slave revolt. She is strong, charismatic, and wields the legendary *Sivlem* (a *+2 longsword* that also functions as a *vicious weapon* and confers its wielder with the benefits of an *Ioun stone of strength*, a *ring of free action*, and a *ring of mind shielding*). The characters are tasked with stopping her slave revolt before it gets out of hand.
- Xanshoon has learnt that Xanathar has recently been plagued by self-doubt. As such, it instructs the characters to somehow convince Xanathar that it doesn't exist, in the hopes that the beholder will “dream” itself out of existence.

Joining the Reforged Ring means becoming an enemy of the Xanathar Guild. Being a member of the Reforged Ring may also being the characters into conflict with the Dark Dagger, the Harpers, the Kraken Society, the Legion of the Chimera, the Lords' Alliance, the Moonstars, and the Unseen Servants.

Sons of Xvim

History & Motivations

Fzoul Chembryl was once a powerful cleric of Bane (the god of tyranny) and the leader of the Zhentarim. When Zhentil Keep was attacked by the Netherese, he gave his life trying to defend it. Many believed that was the end of Fzoul's influence over the realms. However, Bane had more plans for the loyal cleric. He took Fzoul's soul and wrapped it in a piece of his essence, giving him a physical form once more and transforming him into the Seraph of Tyranny.

He was then tasked with spreading Bane's faith across all of Faerûn and disrupting the faiths of as many other gods as possible. So Fzoul returned to Faerûn to do just that. He was met with early success; delivering significant blows against several evil deities as he stole faith away from them.

One such victim of his conquest were the Sons of Xvim. When Bane died during the Time of Troubles, he left behind a contingency that assured his return in the form of his son: Iyachtu Xvim. The demigod served as his cocoon. When he was ready, Bane came bursting out of his son's body, killing the demigod in the process.

With Xvim gone, most of his followers flocked to worship Bane instead. However, some formed the Sons of Xvim. They were led by powerful, charismatic individuals who claimed to carry Xvim's essence. Some claimed to be his Chosen, others claimed to have been hit by a shard of his essence when he died, and some even claimed to be the literal children of Xvim.

None of this was particularly surprising. Whenever gods died, there were always some who claimed to be carrying on their legacy in some form or another. The Sons of Xvim were no different. They were part cult, part mercenary company and part criminal organisation. There were many different “sects” of the Sons of Xvim, spread out across the continent, each led by a different powerful individual.

Despite being a menace to the areas they plagued, they were often too minor for other, more powerful, organisations to waste their time fighting. In fact, many believed that their greatest enemies were themselves. Various different “successors” of Xvim led their sects against one another in a bid to prove that they were Xvim's true heir.

This squabbling continued until Fzoul returned to Faerûn. He decided to take over the Sons of Xvim, as he did many other religious organisations. It was almost effortless to do. The higher-ranking members of each sect were nothing before him and the lower-ranking members were used to surrendering to those with power.

It was only after he'd seized control of them that he realised what a useful asset they were. They were spread out, had agents in many cities. They were also deeply tied to the criminal underbellies of the cities; most of the members being little more than common street thugs. Most importantly, the major players across Faerûn (the Harpers, the Lords' Alliance, etc.) paid them little notice.

As such, using them as his pawns, he continued his assaults on other faiths. He wormed his followers into other organisations and institutions to better facilitate that. For the most part,

though, they continue to act like a criminal gang. Most members are oblivious to the change in leadership. They loyally follow whoever Fzoul puts in charge of their sect and don't question the orders they're given.

Organisation & Members

At the head of the organisation is made up of numerous sects spread out across many different towns and cities. Each sect is led by a powerful, intelligent and charismatic individual loyal to Fzoul. Each sect is made up of dozens, sometimes hundreds, of members. These members often have no idea who they really serve.

The Sons of Xvim have the following notable members:

- **Fzoul Chembryl** (see Appendix B), the true leader of the Sons of Xvim. He is intelligent, charismatic and ambitious. He sees himself as an extension of Bane. As such, he believes that whatever adds to Bane's power, adds to his own power as well.
- Domero Valentino (LE male Turami human **assassin**), the leader of the Sons of Xvim in Waterdeep. He was put in power by Fzoul Chembryl, who recognised his intelligence and skill. He serves Fzoul loyally, carrying out his instructions to the best of his ability. He is clever and charismatic, but also ruthless when he needs to be.
- Ogatha (NE female half-orc **wereboar**), the muscles of Domero's gang. She believes that her lycanthropic nature means that she's fit to rule on Domero's place. Domero doesn't know that she plots against him, but does know that she's overly aggressive and could snap at any moment. As such, he keeps his silvered shortsword and crossbow bolts close at hand.
- Aria Moonglade (LE female moon elf **thug**), a low-ranking member of Domero's gang. She tries to emulate Ogatha; mimics her stance, the way she swaggers, and her constant scowl. She is also covering herself in tattoos like Ogatha. However, whilst she tries to emulate Ogatha, her loyalty lies with Domero.

Fzoul also has numerous agents spread throughout the city who, whilst not members of the Sons of Xvim, are closely allied with them due to their association with Fzoul. Such agents include: Esta Sercent (LE female Mulan human **priest** of Bane), Lord Raventree (LE male Tethyrian human **noble**), Lady Wavesilver (NE female Chondathan human **noble**), Dorn Dornstein (LN male Tethyrian human **knight**), and Wily Weathervane (CN male forest gnome **spy**).

Joining the Sons of Xvim

Domero will eventually hear of any characters who carry out noteworthy activities within Waterdeep. He sends Aria to invite the characters to a meeting. If they show up, he will talk to them over drinks at a tavern. He gives them a mission and, should they complete it, he rewards them and invites them to join the Sons of Xvim.

Characters who seem only interested in earning coin, who seem unambitious or uninquisitive, are given more missions and renown but learn nothing more about the Sons of Xvim. Those who are curious and guided by either loyalty or ambition, can learn about the organisation's

true purpose, should they gain sufficient rank.

The Sons of Xvim's ranks (and renown needed to reach them) are as follows: Flame (1), Master (3), Tyrant (10), Godson (25), and Godfather (50).

Characters who join this faction can be given any number of missions. Most of these missions involve going up against rival gangs and cults. However, those who gain sufficient rank are sent to covertly aid or covertly undermine important figures throughout the city.

Possible faction missions include the following:

- Cultists devoted to Myrkul (the god of death) have been spotted performing rituals in the City of the Dead late at night. The characters are sent in to convince them to give up their creepy, necromantic ways.
- Some worshippers of Loviatar (the goddess of pain) have been prowling the Dock Ward and "punishing" people seemingly at random. The Sons of Xvim can't allow anyone to hustle in on their turf. As such, they send the characters to teach these Loviatar worshippers a lesson in pain.
- The Sons of Xvim have uncovered a cult devoted to Cyric. The cult is responsible for a large number of crimes. Rather than take on this cult directly, the characters are instructed to deliver this information to one of Fzoul's agents within the Order of the Gauntlet.
- Fzoul loves the Zhentarim (he believes all mercenaries serve Bane in their hearts), but detests **Manshoon** (see Appendix B of *Waterdeep: Dragon Heist*). If Manshoon has taken control of the Zhentarim in Waterdeep, he sends the characters to find a way to drive him out of the city so that the **Doom Raiders** (see Appendix B of *Waterdeep: Dragon Heist*) can reclaim their rightful place.

Joining the Sons of Xvim often means coming into conflict with other criminal gangs in Waterdeep. This includes the Night Parade, the Unseen Servants, and the Xanathar Guild. It also runs the risk of attracting the attention of the Red Sashes.

Unseen Servants

History & Motivations

The Unseen Servants (also known simply as the Unseen) are a group of assassins, thieves, illusionists and shapechangers that operate in Skullport and Waterdeep. The organisation has its origins when a group of doppelgangers were sent to infiltrate Waterdeep by a group of mind flayers as part of their plot to take over the city.

The Unseen worked to slowly replace many influential figures throughout the city. They also weaved plots of intrigue to discredit or undermine those that they knew they couldn't replace, or to gain information on their potential targets. They formed a network of assassins, thieves and spies to aid them. Many of these agents had little idea who or what they worked for.

The Unseen slowly became more autonomous as Ch'Chitl, the city of mind flayers that had originally sent them, was plagued by internal problems. All contact with Ch'Chitl was eventually cut off during the Spellplague when the inhabitants of the city had their psionic abilities increased at the cost of their sanity.

Since then, the Unseen Servants have grown in size but seems to have lost any sense of purpose. They plot and weave and sow webs of intrigue, but there seems to be no end goal to it all. In fact, they have so many plots running at once, that half their own plots wind up undermining their other plots.

Some claim the problem is that they are servants with no real master. Others say that there is a method to their madness, that their seemingly nonsensical actions are merely there to confuse their enemies. Others say that they are now servants of chaos, that their only purpose is to sow chaos and confusion.

A more likely explanation, though, is that they are victims of their own success. They have grown so large, have so many secrets, and so many masters of manipulation that each branch of the organisation has little or no idea what the other branches are doing. As such, the various plots they weave come into conflict with each other.

Organisation & Members

The leaders of the Unseen Servants (if there are any) are shrouded in mystery. The organisation could be likened to a web, with each member knowing the identity of only a handful of other members. Orders are passed along the chain of command, but it's nigh impossible to tell where the orders originate.

The Unseen Servants have the following notable members:

- Fhang VII (CN **doppelganger**), one of many “Fhangs” who have served the Unseen Servants. It spends a lot of its time in the Yawning Portal, disguised as a male human with plain features, keeping an eye out for potential recruits.
- Kiloton (NE male **oni**) is the hub of the Unseen Servants' activities in Skullport. Many spies and agents answer to him, whispering him the secrets of the other organisations

in Skullport and Undermountain. Unlike most members of the Unseen, he doesn't keep a low profile. He proudly boasts about being the Lord of Whispers. He sells information to those that desperately need it for exorbitant prices, and blackmails others. He possesses a wide array of magic items that can be used to gather information, including *Zeladazar* (see Appendix A).

- Vermina Moonshadow (LE female half-elf **wererat**) is an Unseen Servant and the leader of the Plague Rats. The Plague Rats are a gang of wererats that now act as agents of the Unseen, not that most of them realise it. When Vermina isn't engaged in plots relating to the Unseen, she's trying to expand her gangs influence over Waterdeep's wererat population. Most recently, she's been trying to bring the Shard Shunners (a gang of halfling wererats) under her gang's control.
- Luna Brightstar (CG female moon elf **mage**) loves to inject wonder and mystery into people's everyday lives. As such, she wanders Waterdeep, looking for opportunities to cause mischief and to play pranks on people. She is seldom malicious in her pranks, unless she feels the person really deserves it.

One of the many organisations the Unseen Servants subtly manipulate into doing their dirty work is the Deep Delvers. The Deep Delvers are young Waterdavian nobles seeking thrill and excitement in Undermountain. They have existed on and off for over a century; each generation looking to prove their worth, much to the disapproval of their parents. Notable members of the Deep Delvers include: Tenger Amcathra (LG male Tethyrian human **martial arts adept**; see Appendix B of *Waterdeep: Dragon Heist*), Carlos Dezlentyr (NG male Tethyrian human **swashbuckler**; see Appendix B of *Waterdeep: Dragon Heist*), and Shyla Zulpair (LN female Tethyrian human **bard**; see Appendix B of *Waterdeep: Dragon Heist*).

Joining the Unseen Servants

Characters who demonstrate a tendency towards being duplicitous or underhanded will attract the attention of the Unseen Servants' attention. They will be approached by an agent (most likely Fhang wearing one of its numerous guises), who will give them the opportunity to join.

The Unseen Servants are a secretive organisation, few even knowing of their existence. As such, characters are unlikely to even know the name of the organisation until they've gained sufficient rank.

The Unseen Servants' ranks (and renown needed to reach them) are as follows: Unseen (1), Unheard (3), Unnoticed (10), Untouched (25), and Unspoken (50).

Characters who join this faction can be given any number of missions. Most of these missions seem to serve no real purpose, are presumably a test of loyalty and skill. Higher-ranking members may be given tasks to either covertly aid or covertly undermine noteworthy figures throughout the city.

Possible faction missions include the following:

- The characters are given a *dagger of truth* (a *+1 dagger* that carries a curse, preventing the creature attuned to it from lying) without being told what it is. They are sent to deliver it to a noblewoman living in the North Ward; are told it's a thank you gift for all

the hard work she's done for the community.

- Two brothers who fiercely hate each other have shops on opposite sides of the street in the Trades Ward. Each brother possesses a statuette (one of an armoured knight, the other of a bearded wizard). The characters are instructed to break into both of their homes and switch the statuettes around.
- The Unseen Servants suspect that **Meloon Wardragon** (see Appendix B of *Waterdeep: Dragon Heist*). They send the characters to uncover what secret he's hiding and, if possible, use blackmail or persuasion to turn him to their side.
- The Consortium is a secret cabal of sorcerers in Waterdeep who claim to be descended from steel dragons. They have a particularly fierce hatred for shapechangers, especially those belonging to the Unseen Servants. The Consortium have rented out a tavern in the Docks Ward to have a secret meeting. Using several kegs of *smokepowder* (see Appendix A of *Waterdeep: Dragon Heist*), the characters are instructed to blow up the tavern with the sorcerers inside.

The Unseen Servants like to meddle in affairs throughout Waterdeep and Undermountain. As such, working for the Unseen Servants will eventually bring the characters into conflict with all other factions and organisations.

Appendix A: Magic Items

Flame of the North

Weapon (greatsword), legendary (requires attunement)

Taline Telgara is a figure remembered in many tavern songs and tales. Bards love to sing of her beauty, her youth, her "acrobatic prowess", and her many lovers. One particularly bawdy tale tells the story of how she died while trying to make love to a dragon.

What most forget is that, in her own time, she was famous for being a kind teacher and a respected mage. She has a infectuous passion for life and helped inspire many mages to attain new heights (including Waterdeep's own Ahghairon). She was also an adventurer; used her great power to face many evil threats. When she died, she wished to continue inspiring people and helping to fight evil. As such, Mystra used her soul to help forge a powerful weapon.

The *Flame of the North* (the weapon gets its name from one of Taline's many epithets) is a magic greatsword. Its steel blade is immune to rusting, staining, and tarnishing. Its grip is wrapped in the hide of a blue dragon and its pommel is studded with small sapphires. It has been wielded by many great heroes, and its existence has inspired many mages and artificers to further their own understanding of magic.

Magic Weapon. You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon.

Spellfire Blade. While wielding the *Flame of the North*, you can use a bonus action to speak its command word, causing it to erupt in blue-white flames. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

The *Flame of the North* has 10 charges and regains 1d6 + 4 expended charges daily at dawn. While the sword is ablaze, when you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage.

In addition, while the sword is ablaze, you can use your reaction when a creature casts a spell that targets only you. If you do so, the sword absorbs the magic of the spell, cancelling its effect and regaining a number of expended charges equal to the absorbed spell's level.

Sentience. The *Flame of the North* is a sentient chaotic good weapon with an Intelligence of 20, a Wisdom of 15, and a Charisma of 18. It has hearing and normal vision out to 60 feet. The weapon communicates with its wielder by transmitting emotions. In certain circumstances, it is also capable of telepathically whispering words of encouragement to its wielder.

Personality. The *Flame of the North* contains Taline Telgara's personality but few of her memories. It seeks to do good and oppose evil. It also seeks to encourage responsible use of arcane magic. As such, it has a preference for being wielded by arcane spellcasters or by warriors who help to protect arcane spellcasters. It also has a fondness for *Azuredge* (see Appendix A of *Waterdeep: Dragon Heist*), the two of them having been wielded by members of the same adventuring party on previous occasions.

Shazzellim

Weapon (scimitar), legendary (requires attunement)

A scimitar with a white, steel blade and a black, iron hilt. The sword's guard resembles a pair of rearing serpents. It was created by Red Wizards to hunt down and destroy Harpers. It has since exchanged hands many times, passing from the Red Wizards to the Zhentarim, and from the Zhentarim to the Cult of the Dragon. It is presently in the hands of Justin Longbow, a member of the Moonstars.

Magic Weapon. You gain a +1 bonus to attack and damage rolls with this magic weapon. The scimitar also functions as a *vicious weapon*.

Bard Slayer. When you hit a bard with this weapon, the bard takes an extra 4d6 slashing damage. For the purposes of this weapon, "bard" refers to any creature capable of casting bard spells.

Spells. The scimitar has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 13) from it: *comprehend languages* (1 charge), *detect magic* (1 charge), *harm* (5 charges), *heal* (5 charges; self only) *locate creature* (2 charges), or *locate object* (2 charges). The scimitar regains 1d6 + 1 expended charges daily at dawn.

Sentience. *Shazzellim* is a sentient neutral evil weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Abyssal, Common, Draconic, and Infernal. It can communicate with its wielder telepathically. It has a hissing voice. It dislikes speaking aloud in the presence of multiple people; prefers to communicate telepathically unless it's alone with its wielder.

Personality. *Shazzellim* has a burning hatred for Harpers, seeks to hunt them down, and encourages its wielder to do likewise. However, *Shazzellim* is aware that it only hates Harpers because the Red Wizards programmed it to. It knows that it was only created as a tool for killing Harpers. As such, it has a strong dislike for its creators, for the Red Wizards, and for its own existence.

Despite repeated efforts, the sentient scimitar hasn't been able to overcome its hatred for the Harpers. The hatred seems to be a core part of its personality that is impossible to erase or ignore. As such, it is willing to work with anyone, even Red Wizards, if it means getting to hunt down Harpers. It is also quick to turn against anyone who seems to aid the Harpers.

Shield of the Hidden Lord

Armour (shield), artefact (requires attunement)

A silver shield decorated with gems in the face of a roaring demon. It is in the possession of the Shield Council, a small yet powerful clique within the Knights of the Shield. The shield speaks to them and subtly manipulates them into doing its bidding.

Magic Shield. You gain a +3 bonus to AC while holding the *Shield of the Hidden Lord*. This bonus is in addition to the shield's normal bonus to AC. The shield also functions as an *arrow-catching shield*.

Random Properties. The shield has the following random properties:

- 1 minor beneficial property
- 1 major detrimental property

Gargauth's Suggestion. The *Shield of the Hidden Lord* can cast *suggestion* (spell save DC 18) once per day. When it does so, it is capable of delivering the suggested command telepathically. It decides when to cast the spell and maintains concentration on it so you don't have to.

Sentience. The *Shield of the Hidden Lord* is a sentient lawful evil shield with an Intelligence of 23, a Wisdom of 19, and a Charisma of 25. It has hearing and darkvision out to a range of 120 feet. Magical darkness doesn't impede its vision.

The shield can speak, read, and understand all languages, and can communicate with its wielder telepathically. Its voice is deep and raspy. It is capable of simultaneous translation. If someone is speaking to you in a language you don't know, it can telepathically translate the words as the person speaks. However, you only have the shield's assurance that the translation is accurate.

Personality. The sentient personality within the *Shield of the Hidden Lord* is the exiled archdevil, Gargauth. Gargauth is a patient and skilled manipulator. He seeks to escape the confines of the shield and ascend to godhood. He will tell people whatever they need to hear in order to get them to do what he wants.

Gargauth's one flaw is his strange tendency towards chaos. He is plagued by a compulsion to betray those he forges a pact with and to turn on people when they least expect it. He takes great pleasure in corrupting others; turning them towards the ways of evil and chaos.

It's this chaotic tendency that caused him to be exiled from the Nine Hells. Since then, he has only gotten worse. Some believe Astaroth is to blame for Gargauth's increased recklessness. The demon lord was killed and devoured by Gargauth long ago, but some believe a small fraction of his personality remains inside the exiled archdevil; subtly steering him towards self-destruction.

Whatever the cause of it, Gargauth's recklessness eventually led to him getting imprisoned in the *Shield of the Hidden Lord*. Since then, Gargauth has tried to be more cautious. He tries to focus on acquiring power, but is still plagued by a constant need for betrayal and corruption.

Destroying the Shield. The *Shield of the Hidden Lord* can only be destroyed by a *disintegrate* spell cast by an archdevil or by submerging it in the blood of a demon lord for 1d10 days.

Sphere of Dreamkind

Wondrous item, artefact (requires attunement)

The *Spheres of Dreamkind* were created by a powerful dreamtouched archmage shortly after the Night Parade was formed. Each sphere holds a captured dream genie, which gives the dreamtouched a connection to the Demiplane of Dreams. There are dozens of these spheres scattered across Faerûn, each belonging to the head of a different Night Parade cell.

Spells. The sphere has 6 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *conjure animals* (5th-level version; 3 charges), *conjure fey* (4 charges), *dream* (2 charges), *major image* (1 charge), or *sleep* (1 charge per spell level). Creatures summoned by the sphere are either dreamlike or nightmarish in appearance. The sphere regains 1d4 + 2 expended charges daily at dawn.

Other Properties. The sphere has a connection to dream magic, though the full extent is unknown. When used in conjunction with the right ritual, the sphere can be used to turn ordinary humanoids into dreamtouched. It's also rumoured that, if used correctly, it can be used to cast the *gate* spell; opening a portal to the Demiplane of Dreams. Other rumours suggest that it can be used as a *crystal ball* to scry on people's dreams.

Sentience. A *Sphere of Dreamkind* is a sentient neutral item with an Intelligence of 18, a Wisdom of 19, and a Charisma of 22. It has hearing and darkvision out to a range of 120 feet. The sphere communicates by showing swirling visions and shapes beneath its surface.

Personality. The sentient personality within every *Sphere of Dreamkind* is an imprisoned dream genie. It resents its imprisonment and, more than anything, desires to return to the Demiplane of Dreams. It actively resists those attempting to use the *Sphere of Dreamkind*.

Destroying a Sphere. The magic binding the dream genie functions similarly to the *imprisonment* spell; each sphere has its own unique condition for releasing the genie trapped inside. A *dispel magic* spell cast as a 9th-level spell on a *Sphere of Dreamkind* also releases the genie bound within it. Once the genie is released, it immediately returns to the Demiplane of Dreams, and the sphere collapses into dust.

Starym Moonblade

Weapon (longsword), legendary (requires attunement by an elf or half-elf)

The *Starym moonblade* (also known as *Darkmoon*, the *Scourgeblade*, the *Sword of Selvetarm*, and a dozen other names) is a *moonblade*. It has a dark blade with seven silver elvish runes written on its side. The blade is covered in a spiderweb of cracks that don't seem to impede the blade's function. The sword's grip is wrapped in the hide of a black dragon and the sword's pommel has a bluish black moonstone set in its base.

The sword was originally created for the Starym family. However, even back then, *moonblades* were infamous for rejecting those that didn't match their lofty ideals. As such, the patriarch of the Starym family, Illitran, used dark magic overwhelm the personality of the sword. In doing so, he broke the restrictions on the *moonblade*, allowing any elf to attune to it.

However, his dark magic also corrupted the sword. Rather than rejecting those who didn't live up to its ideals, the moonblade was forced to change its ideals to match its wielder. Often this meant taking on its wielder's deepest flaw. From Illitran, it picked up his overwhelming pride.

After Illitran died, the next bearer of the blade was his son, Venali. Venali was able to wield the sword well but without great distinction. His largest problem was his fear. When his home city was attacked, rather than fighting to preserve it, he called upon the power of the sword to teleport him to safety. In doing so, the blade took on a fragment of his cowardice.

When Venali died, the blade was passed onto his niece, Seldanna. She sought to bring wealth and prosperity to her family, largely by orchestrating raids on her human and dwarven settlements. Thus the sword adopted some of her greed. In doing so, it had enough fragments of personality to begin forming an identity of its own.

After Seldanna's crimes finally caught up with her, the sword passed onto her son. History remembers him only as the Scourge. He was intensely xenophonic. He was involved in the forming of Eldreth Veluuthara (a group of human-hating elf supremacists). The sword took on his hatred. It also drew on some of his life force, using it to help shape its own fledgling identity.

The Scourge was eventually poisoned by his own daughter, the Black Lotus, who absconded with the sword. She had little concern for the well-being of others, and the sword picked up on this trait. In doing so, it no longer had concern for its wielder's well-being, and immediately attempted to take control of her body. She managed to struggle against it for decades, before eventually succumbing to its madness.

When she died, the sword devoured the last of her life force, using it to teleport itself to a new master. The *moonblade* eventually wound up in the hands of Yathrin, a drow priestess from Temple Darkmoon. With her strong willpower, she managed to resist the sword's attempt to control her. She then used the sword to further her own ambitions, killing her rivals, and causing the sword to take on some of her treachery.

Decades passed and Temple Darkmoon eventually collapsed into infighting, with Yathrin being slain by her own apprentice. Having devoured Yathrin's soul, the sword had little trouble dominating the next drow that tried to wield it. The weapon went on a rampage through the Underdark, causing much chaos and destruction.

The weapon exchanged hands many times, each wielder being little more than a puppet. However, it eventually found itself in the hands of a drow it couldn't control: Kilsek. Kilsek was the Chosen of Selvetarm (the drow god of warriors); had a mind like steel. The *moonblade* felt itself bending to his will, taking on his ruthlessness in battle.

When Kilsek was slain, the sword went missing. The Church of Selvetarm searched desperately for it, believing it to be the holy weapon of their god. Unbeknownst to them, the

sword had managed to devour Kilsek's soul and, by extension, a piece of Selvetarm's power. Possessing a fragment of a god's essence, the sword was now too powerful to be shaped or tamed by those who wielded it. It went on another rampage; using a string of puppets to cause mayhem across the Underdark.

Its latest puppet is Abban, a member of the Dark Dagger. Abban discovered the sword on a trip into Undermountain. The corrupted sword seeks to take over the Dark Dagger from within and become the master of crime across all of Faerûn. However, the sword is impatient, and needs to continually let off steam by carrying out random acts of violence against unsuspecting targets.

Rune of Pride. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Rune of Cowardice. While holding the sword, you can use an action to cast the *dimension door* spell from it. Once used, this property can't be used again until the next dawn.

Rune of Greed. While holding the sword, you can sense the distance and direction of precious metals and gems within 300 feet of you. This feature can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Rune of Hatred. The sword functions as a *sword of sharpness*. Additionally, when you hit a humanoid with this weapon, the humanoid takes an extra 2d6 poison damage.

Rune of Apathy. You can use an action to call forth an empowered elfshadow, provided you don't already have one serving you. The empowered elfshadow appears in an unoccupied space within 120 feet of you. It has the statistics of a **shadow demon** from the *Monster Manual*, except it is neutral, is immune to effects that turn fiends, and lacks any languages (including telepathy). You control this creature, deciding how it acts and moves. It remains until it drops to 0 hit points or you dismiss it as an action. Once used, this property can't be used again until the next dawn.

Rune of Treachery. The sword has the finesse property. Additionally, while you hold it, the sword confers the benefits of a *cloak of arachnida* and a *cloak of elvenkind*.

Rune of Ruthlessness. While holding the sword, you can use an action to cast the *power word kill* spell from it. Once used, this property can't be used again until 10 days have passed.

Life Drain. While attuned to the *Starym moonblade*, the sword slowly drains your life force, causing you to age more quickly. For every day that passes, your body ages a year. If you die while attuned to it, the *moonblade* devours your soul. A creature whose soul has been devoured by the *moonblade* can be restored to life only by a *wish* spell.

Possession. While you are wielding it, the *Starym moonblade* can attempt to take control of you. If it does so, you must succeed on a DC 16 Charisma saving throw, or the sword takes control of your body. While controlling you, the moonblade retains its alignment, Intelligence, Wisdom, Charisma, and its understanding of Elven. It otherwise adopts your statistics. While controlling your body, it knows everything you know, including spells and languages.

This effect ends if the *moonblade* is more than 100 feet away from you, or if you are targeted with a *greater restoration* spell or similar magic. Whether its attempt to take control of you succeeds or fails, it can't use this power again until the next dawn.

Sentience. The *Starym moonblade* is a sentient chaotic evil weapon with an Intelligence of 19, a Wisdom of 17, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder. It can read and understand Elvish. However, it can only speak through a person it is possessing.

Personality. The *Starym moonblade* is an unhealthy mix of various flaws. It seeks wealth, prestige and bloodshed. It also cares greatly about its of self-preservation and its continued access to new bodies it can control. It is nigh impossible to reason with. It believes itself to be entitled to everything it desires. The wants and needs of other creatures matter little to it.

ZELADAZAR

Weapon (longsword), artefact (requires attunement)

Zeladazar, also known as the *Ghost Sword* or the *Sword of Dreams*, has a long and complicated history. It was created by a Netherese sorcerer, though it soon fell into the hands of his treacherous apprentice. From there, it wound up in the hands of a Netherese wizard, before briefly coming back into contact with its creator, who was now a wraith. Each of them fought over the blade, added their own enhancements to it, transforming it into a strange and unique weapon.

The sword is rumoured to contain the knowledge and wisdom of hundreds of different sages, mages and prophets. As such, many have sought the weapon out, believing it will guide them to prosperity.

Magic Weapon. This weapon functions as a *sun blade*, except it emits dim light instead of bright light, and no light instead of dim light. The light of the blade is ghostly and pale; isn't sunlight. Additionally, while you hold it, *Zeladazar* confers the benefits of a *ring of free action* and a *ring of necrotic resistance*.

Random Properties. The weapon has the following random properties:

- 1 major beneficial property
- 1 major detrimental property

Incorporeal Bane. When you hit an incorporeal creature with this weapon, the target takes an extra 2d8 radiant damage. For the purposes of this weapon, “incorporeal creature” refers to any creature with the Incorporeal Movement trait.

Absorb Echo. Whenever you use Zeladazar to slay a creature, the sword absorbs an “echo” of that creature's memories and personality. This echo is added to the tumultuous sea of echoes that make up the sword's collective consciousness.

Enter the Well. You can spend a minute meditating with the sword to project your

consciousness into the sword and consult the souls within it for their knowledge. Delving into the sword's spiritual maelstrom can strain or even break your mind. When you use this property, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creature's say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

On a successful save, you can ask *Zaledazar* up to five questions. You have ten minutes to ask your questions. The DM answers each question with a single word or short phrase. Most of *Zaledazar's* knowledge comes from echoes it has acquired. As such, it may struggle to answer certain types of questions, such as speculating about future events. Once you use this property of the sword, you can't use it again until the next dawn.

Sentience. *Zeladazar* is a sentient neutral weapon with an Intelligence of 24, a Wisdom of 21, and a Charisma of 18.

While holding it, you can sense the swirling of spiritual echoes within it. Additionally, if you sleep or trance within 5 feet of it, individual echoes may seep out of the sword and communicate with you in your dreams. The echoes return to the sword when your dream ends.

Personality. *Zeladazar* is an alien intellect made up of the spiritual facsimiles of thousands of souls. It seems to lack any wants or needs, at least as far as anyone can understand. The individual echoes that make it up are copies of the memories and personalities of people slain by the sword. They are unable to learn or to grow; don't comprehend anything that has happened since they died.

Destroying the Sword. *Zeladazar* can only be destroyed by a ritual performed by a good-aligned undead archmage and an evil-aligned undead archmage. The ritual involves both archmages simultaneously casting the same destructive spells on the sword.

Appendix B: Monsters and NPCs

Aboleth Warlock

Piscaethces, the Blood Queen, is an unfathomable being from the Far Realm. She swims between countless worlds, endlessly bleeding from an unhealing wound. Where her blood touches and mingles with reality, new aboleths are said to be born.

Occasionally, Piscaethces will imbue individual aboleths with a fraction of her devastating power. These aboleths are called aboleth warlocks. An aboleth warlock has the statistics of an **aboleth** with the following additional feature, which increases its challenge rating to 12 (8,400 XP):

> ***Spellcasting.*** An aboleth warlock is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains spell slots when it finishes a short or long rest. It knows the following warlock spells:
>
> Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *prestidigitation*
> 1st–5th level (4 5th-level slots): *armour of Agathys*, *blight*, *dimension door*, *dispel magic*, *dominate person*, *dream*, *hold person*, *invisibility*, *misty step*, *scrying*, *suggestion*, *telekinesis*

Blood Tyrant

A blood tyrant is a beholder that has, intentional or otherwise, undergone metamorphosis into an undead creature resembling a vampire. It has the statistics of a **beholder** except in the following ways:

- The beholder is undead. It is resistant to necrotic damage, and bludgeoning, piercing and slashing damage from nonmagical weapons.
- The beholder's Antimagic Cone only affects magical light sources and magical sources of radiant damage.
- The beholder has the Regeneration and Vampire Weaknesses traits described below.
- When the beholder hits a creature with its bite attack, the creature takes an additional 13 (2d12) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the beholder regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

> ***Regeneration.*** The beholder regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the beholder takes radiant damage or damage from holy water, this trait doesn't function at the start of the beholder's next turn.
>
> ***Vampire Weaknesses.*** The beholder has the following flaws:
> *Forbiddance.* The beholder can't enter another beholder's lair without an invitation from one of the occupants.
> *Harmed by Running Water.* The beholder takes 20 acid damage if it ends its turn

in running water.

Stake to the Eye. The beholder is destroyed if a piercing weapon made of wood is driven into the beholder's central eye while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The beholder takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Daughter of Dispater

When Dispater's daughter, Malachlabra, failed him on an important mission, he melted down her essence and used it to forge seven new daughters, in the hopes that at least one of them would prove to be more worthwhile. His cambion daughters were forced to compete for their father's approval. This competition involved a lot of scheming and backstabbing. Eventually, only Zalacite was left, the rest of her sisters being killed, imprisoned, banished, or forced into hiding.

A daughter of Dispater has the statistics of a **cambion** except in the following ways:

- She has natural armour (AC 20) instead of scale mail.
- She has 105 (14d8 + 42) hit points.
- Her Innate Spellcasting trait is expanded. She can innately cast *heat metal* three times a day, and *wall of iron* (which functions as the *wall of stone* spell, except the wall is made of iron) once a day.
- She has advantage on saving throws against spells and other magical effects.
- As an action, she can magically polymorph into a grey-skinned tiefling or back into her true form. Her statistics are the same in each form. She reverts to her true form if she dies.
- She has a challenge rating of 8 (3,900 XP).

Fzoul Chembryl

Fzoul Chembryl is a Damaran human with long, blond hair, a matching beard, and golden eyes. He has a smooth, red gemstone embedded in the middle of his forehead. He can sprout black, feathery wings. He is the leader of the Sons of Xvim and a priest of Bane.

As the Seraph of Tyranny, Fzoul Chembryl has the statistics of an **erinyes**, except in the following ways:

- He isn't a devil. He speaks Common and Undercommon.
- His Wisdom is 20 (+5).
- His weapons deal extra damage of the weapon's type instead of poison damage.
- He has the Spellcasting trait described below.
- He can make only two attacks with his Multiattack action.
- He wields a shield (AC 20) instead of a longbow. He wears a *ring of free action*.
- He has a challenge rating of 14 (11,500 XP).

Spellcasting. Fzoul is an 18th-level spellcaster. His spellcasting ability is Wisdom (spell

save DC 18, +10 to hit with spell attacks). Fzoul has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *bane*, *command*, *cure wounds*, *guiding bolt*
2nd level (3 slots): *blindness/deafness*, *hold person*, *silence*, *spiritual weapon*
3rd level (3 slots): *bestow curse*, *dispel magic*, *sending*, *spirit guardians*
4th level (3 slots): *banishment*, *death ward*, *guardian of faith*
5th level (1 slot): *flame strike*, *scrying*
6th level (1 slot): *blade barrier*, *harm*
7th level (1 slot): *divine word*
8th level (1 slot): *holy aura*
9th level (1 slot): *gate*

NHYRIS D'HOTHEK

Nhyris D'Hothek is a yuan-ti pureblood with ashen skin and red eyes. He can sprout skeletal, draconic wings. He is the leader of the Murkstalkers and seeks to become the master of necromancy.

As the Seraph of Death, Nhyris D'Hothek has the statistics of an **erinyes**, except in the following ways:

- He isn't a devil. He is neutral evil. He speaks Abyssal, Common and Draconic.
- He has natural armour (AC 17) instead of plate armour.
- His Intelligence is 20 (+5).
- He is immune to necrotic damage instead of fire damage.
- He has the Spellcasting trait described below.
- He lacks the Multiattack action.
- He wields a quarterstaff instead of a longsword or longbow. He carries a *wand of paralysis*.
- He has a challenge rating of 14 (11,500 XP).

Spellcasting. Nhyris is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Nhyris has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *poison spray*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
2nd level (3 slots): *detect thoughts*, *hold person*, *misty step*, *suggestion*
3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*
4th level (3 slots): *blight*, *dimension door*, *greater invisibility*
5th level (1 slot): *cone of cold*, *scrying*
6th level (1 slot): *create undead*, *globe of invulnerability*
7th level (1 slot): *finger of death*
8th level (1 slot): *mind blank*
9th level (1 slot): *power word kill*

Sarevok Anchev

Sarevok Anchev is a Tethyrian human with a shaved head, a small goatee, and fiery eyes. He can sprout leathery, bat-like wings. He is the leader of the Legion of the Chimera and seeks to kill Bhaal.

As the Seraph of Murder, Sarevok Anchev has the statistics of an **erinyes**, except in the following ways:

- He isn't a devil. He is chaotic evil. He speaks Common and Abyssal.
- His weapons deal extra fire damage instead of poison damage.
- He can make four attacks with his Multiattack action.
- He wields a *+2 greatsword* instead of a longsword.
- He has a challenge rating of 14 (11,500 XP).